

STAR FLEET

The War Begins!



CYGNUS

the bright new star in software

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STAR FLEET OFFICER'S MANUAL

VOLUME I

Instructions For
STAR FLEET I

The War Begins

Versions 1.0 and 2.0

by

CYGNUS

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Captain Wallace exits the elevator to the bridge and nods to the security guard by the door. He walks quickly to the Captain's chair. His eyes scan the bridge, where a crew of eight hardly notice him as they are deeply involved in their duties. Captain Wallace notices two new officers fresh from the Academy operating the helm. He shakes his head slightly and tries to remember the names of the fifty new crewmen assigned to the United Galactic Alliance Ship Saratoga over the past month. A sign of the toll on the Alliance military forces since the war began.

As the Captain sits down he turns to his right and comments to his First Officer who is monitoring the ship's sensors, "Sure is quiet." "Yes Sir," returns the First Officer, his eyes still on the scanners. Lately bridge duty has been like this, especially on patrol near the Neutral Zone. Fear and apprehension lay heavy upon the crew.

Brushing back his slightly gray hair, Captain Wallace thinks back to when he was a junior officer. He tries to make himself comfortable in his command chair as he recalls the days of adventure through peaceful exploration, prior to the Galactic War II that now rages. He thinks back to his first assignment on the U.G.A.S. Hornet and the two-year exploration of the Achernar Region. This was long before the rise of the Krellan Empire, an empire that was all but extinct after the first galactic war.

The Krellans were limited by treaty in both military strength and territory. This did not stand well with the barbaric Krellans. Then the Krellans inaugurated a new emperor — HENRI ZAE IV.

Henri Zae IV quickly proved to be the political genius of the 25th century. Under his rule the Krellan Empire began to prosper. More importantly, the barbaric people regained military strength and pride under their new emperor. Two years after his entering office, the Krellan Empire expanded into non-Alliance "neutral" space — without firing a shot. Alliance Senators paid little attention to Zae and the Krellans as they expanded. The Krellan people soon began to worship Zae as their Messiah, and the Empire continued to grow. Propaganda and prejudice spread throughout the galaxy. During an interstellar speech, Zae declared Krellan superiority — the Barbaric Master Race was created to rule. Historians quickly compared Zae to Mecca's Zaldrez, Earth's Hitler, and Vega's Estar. All these claimed Messiahs brought war and destruction. Despite the comparisons, the Alliance leaders paid little attention.

Soon after Zae's speech the initial intelligence reports began coming in. Rumors reached the Alliance that Zae had signed a treaty with an imperialistic alien race — the Zaldrans. "Impossible," proclaimed the Senatorial Leaders. "The Zaldrans would never compromise the security of their home worlds to a fanatical leader like Zae." "Utterly unbelievable," they shouted.

Finally on the morning of Galactic Date 3095.7 (August 29, 2414 A.D. Sol calendar), the galaxy paid attention. The Zaldrons attacked a small military planet on the outskirts of Deneb IV. This planet was Beta II, an Alliance Regional Fleet Headquarters. The Zaldron attack force had passed into Alliance territory completely undetected with the use of their invisibility screens (fortunately Zae has not yet acquired this weapon from the Zaldrons). After the Zaldrons knocked out the defenses of Beta II, the Krellan fleet moved in. The treaty signed by the two power-seeking, barbaric races resulted in the massacre of Beta II. The surprise attack killed over 94,000 Alliance personnel, the planet was no longer fit to sustain life, and much of the Alliance's fleet was destroyed. Thus began the bloody conflict, Galactic War II.

The Krellan onslaught did not stop there. Other Alliance bases quickly fell to Zae, and the unprepared and outnumbered ships of the Alliance fleet were swept away before the Krellan attackers. Soon only a handful of Alliance warships were left, and many of the outer regions found themselves virtually undefended, and helpless.

Crews familiar to the wonders of space exploration suddenly found themselves in the heat of battle. The Alliance had no choice but to recall those ships from exploration and reassign them to protect the outer regions. These lone ships had to bear a double burden — buy time for the Alliance to rebuild the fleet, and be the sole protectors of the isolated, sometimes heavily populated, regions.

Suddenly the Captain's thoughts are interrupted by a familiar sound. The alert klaxon is ringing throughout his ship. Several large spaceships are approaching: ..fast....hostile...KRELLAN! "RED ALERT — GENERAL QUARTERS"

GENERAL SECTION

I. GENERAL SECTION

This section will provide you with information you will need before you begin play.

INTRODUCTION

STAR FLEET I is a strategic war game between two opposing forces. Invading fleets of hostile aliens from the Krellan and Zaldran Empires are threatening the very existence of democracy, and it is up to you to stop them. You will encounter hostile alien warships that move, intruders who sneak through your ship sabotaging systems, and much more. In addition, **CYGNUS** has incorporated into **STAR FLEET I** a feature which really sets it apart from other space war games, and gives **STAR FLEET I** its name. You will become a member of *Star Fleet*, and compete (if you choose) with your friends or family members to progress through the ranks, from a rookie cadet in the Star Fleet Officers' Academy to the rank of Admiral. Minimum standards have been set which players are required to pass in order to be promoted. The players' promotion histories as well as their current standings towards promotion are kept. These are accessible to view by all members of the fleet. To reach the highest rank of Admiral is the long term goal, and being able to view the progress of the other players provides a competitive spirit.

In order to provide you with an added incentive to excel in individual missions, awards and decorations can be earned. These are awarded automatically by the program based on the results of individual missions and are entered into your permanent service record to be viewed by all.

When you start as a cadet in the Academy you will command the cadet training ship *Republic*. Upon graduation you will have a choice of thirty-six starships to command. Many of them have been named after famous warships of Earth's history. With each new adventure you can command a different ship.

So grab your command chair and get ready for an exciting trip through the interstellar void (actually, you will find it quite crowded). Bon Voyage and Good Luck!

A WORD OF CAUTION — We strongly advise you to review this manual before beginning play. There are many things a starship commander must know, and the program contains no instructions or hints. Also, do not be intimidated by the size of this manual. To make the game more enjoyable, a comprehensive manual was written so you could understand the basic strategy of **STAR FLEET I**, and more thoroughly use its many capabilities and features. Despite the completeness of this manual, we have purposely left a few things out for you to discover on your own.

However, it is advised you keep this manual and the *Quick Reference Card* nearby while playing, as you will find them most helpful.

If you are eager to start playing and do not want to first read the entire manual, we recommend you at least look over the following sections:

I. GENERAL SECTION

All parts except Your Service Record

II. COMMAND SECTION

Overview

Command P1: Tactical Display

Command P2: Long Range Sensors

Command P5: Navigation Control

Command P6: Defensive Shields Control

Command P7: Torpedo Control

Command P8: Phaser Control

Command S6: Display Reset

Command S10: Sound Option

III. INFORMATION SECTION

Starbases and Docking

Being familiar with these sections should provide you with enough information to set up and start a playing diskette, and play as a cadet. However, we strongly recommend you read the other sections of this manual as soon as possible.

YOUR FIRST REAL COMMAND

You will be the commander of an Alliance heavy cruiser, which is assigned to defend the galactic quadrants of a region of the United Galactic Alliance. Your mission is to patrol these quadrants and eliminate the number of enemy vessels assigned to you by Star Fleet Command in the given number of days.

Your starship is equipped with phasers and torpedoes and is protected by defensive energy shields. Power available is 5000 units. This power is available for such things as movement, firing phasers and torpedoes, defensive shields, repairing damaged systems, operating your tractor beam and transporters, or launching deep space reconnaissance probes. More details of the Alliance Invincible Class heavy cruiser are presented in TABLE I. A list of the thirty-six starships available for your command is provided in the **INFORMATION SECTION**.

Your patrol area consists of 64 quadrants in an 8×8 grid. Each quadrant is defined by its location in the grid (see Figure 1); e.g., Quadrant "7,5" means row 7, column 5, counting from the upper left corner of the grid. Each quadrant in turn consists of 100 sectors in ten rows and ten columns. Each object (Krellan, star system, starship, etc.) occupies one sector, with the same position designation as used for the quadrants. Do not worry if you are confused — this is explained in detail with figures in the **COMMAND SECTION**.

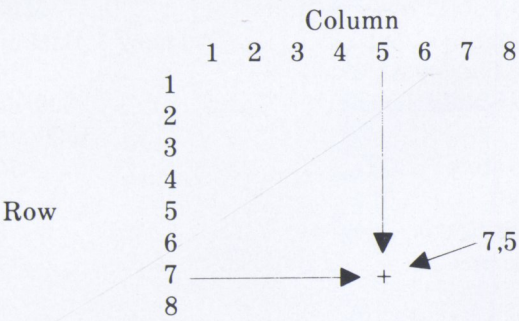


Figure 1 — Definition of Grid System

Your training will be as a cadet (Mission Level 1) at the Star Fleet Officers' Academy, where you will perform only simulated computer training missions aboard the cadet training ship *Republic*. The Krellans will not move, there will be no Zaldrons, and life in general will not be as hectic as in the higher ranks.

After you have successfully completed the second mission at this level you will graduate and be promoted to Lieutenant Junior Grade and given your first real command (Mission Level 2). From then on you may choose any mission level up to that for which you are qualified, but only those missions at your maximum level will be considered towards your promotion.

The higher your rank, the harder it will be to get promoted. Likewise, the higher the mission level, the more difficult the game. TABLE II shows the ranks with their corresponding mission levels.

TABLE I — Details of the Invincible Class Heavy Cruiser

Maximum Safe Cruising Speed	C-Factor 6
Emergency Speed	C-Factor 8
Phasers	6
Torpedoes (or Mines)	20 std 30 max
Maximum Total Power — units	5000
Life Support Systems	Primary & Backup
Defensive Energy Shields	4
Maximum Shield Strength — units	2000 ea 4000 tot
Critical Systems	13
Shuttlecraft	5
Deep Space Recon. Probes	3
Tractor Beams	1

Standard Ship's Complement:

Officers	32
Crew	398
Space Marines	70

TABLE II — Ranks and Missions Levels

<u>Rank</u>	<u>Mission Level</u>
Cadet (Ensign)	1
Lieutenant JG	2
Lieutenant	3
Lt. Commander	4
Commander	5
Captain	6
Commodore	7
Rear Admiral	8
Vice Admiral	9
Admiral	10

THE ENEMY

There are two races of hostile aliens — the Krellans and the Zaldrans. Characteristics of their respective space vessels are presented in TABLE III. The destroyer is the only Krellan ship type identified so far by Star Fleet Intelligence. Even less is known about the warships used by the Zaldrans. Star Fleet has not been able to determine the ship's class or type, although it is similar in size to a destroyer.

The Krellans are classified as warm-blooded humanoids. The Krellan people as a race are extremely hostile and aggressive. Their physical strength is greater than most inhabitants of the galaxy, including humans. Their aggressive behavior and raw courage are the product of centuries of selective breeding. Their society is based on conquest. Krellan children are selected at an early age for their future career. All parents hope their children will be selected to be part of the Imperial Krellan assault forces. If not, they will grow up in the working class, laboring all their lives to support the Empire, with little gain for themselves. All political, medical, and upper class occupations are held by military officials. A Krellan's life is made up of war and conquest; this is their honor. For a Krellan to die in battle is the greatest honor of all. Thus an old Krellan saying,

"To Live is to Conquer!"

All else is secondary, even death, to a Krellan.



Krellan

The Zaldrons are subterranean dwellers. They are cold-blooded creatures and not humanoid. However, they are extremely intelligent. The Zaldrons are an imperialistic race, but unlike the Krellans, they are not overly aggressive. Their battles are strategically planned and executed. Meticulous precision is a characteristic trait of the Zaldron. The Zaldrons serve a Queen, and in their society the females serve in all political and upper class occupations. This frees their males for war. Those males not suited for war become drones to the female officials. The Zaldrons were thought at one time to be a possible ally to the Alliance, but the queen's imperialistic ambitions led to an unholy alliance with the Krellan Empire in the hope of gaining territory from their conquest of the Alliance.



Zaldron

Krellan movement depends on your mission level. For level one games they will not move at all. For level two games they will move only within your current quadrant. For levels three and above the Krellans will move within your current quadrant and also from quadrant to quadrant within the region. Their movement can be detected within the explored quadrants of your region by updating the Region Map. The fewer there are and the higher your rank, the more likely they are to move. It is important to know the current location of the enemy. Using the Region Map you can see if a starbase is about to come under attack, or see if you need to change your strategy and head to a different part of the region to attack a higher concentration of enemy forces. The only known strategy of the Krellan attackers is they tend to gather in and near quadrants where your starbases are located.

There will be up to five Krellans in each quadrant. The Zaldron warships operate individually and can enter or leave a quadrant at will, but there can only be one hostile Zaldron in a quadrant at a time. The Zaldron ships are normally invisible because of their invisibility screens. Their presence in your quadrant can be detected by your sensors due to their disturbance of the space-time continuum, but their exact position cannot be determined without accidentally colliding with or shooting them. However, the Zaldrons need energy to stay invisible, and if they stay in your quadrant long enough, they will get so weak that they will become visible and be unable to move.

Each enemy vessel will shoot at your starship each time one of the following happens (for items 1 and 2 there is a chance they might miss):

1. Your starship enters a new quadrant
2. Your starship moves
3. Your starship fires phasers or torpedoes
4. You operate the tractor beam or transporters

Also, if an entire day goes by without the enemy firing at you (i.e., you have not done any of the above things), they will fire at you anyway, just out of spite. The closer the enemy is to your starship, the stronger the hit will be, with a maximum of 475 units for Krellans or 575 units for Zaldrons when in a sector next to yours. When you damage an enemy vessel, its strength is weakened and cannot be regained unless your starship leaves the quadrant.

You need not eliminate all the enemy vessels (either by destroying or capturing them) in your region. There will always be more enemy ships in the region than are necessary to complete your mission.

TABLE III — Characteristics of the Enemy Fleet*

Krellan Destroyer:

Cruising Speed	C.F. 4
Maximum Speed	C.F. 6
Phasers	1
Max. Total Power — units . .	500
Defensive Shields	1
Critical Systems	unknown

Std. Ship's Complement:

Crew	110(?)
Security	44(?)
Shock Troops	25(?)

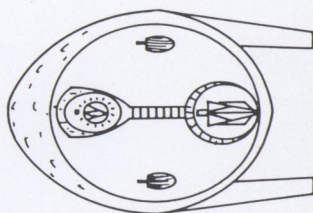
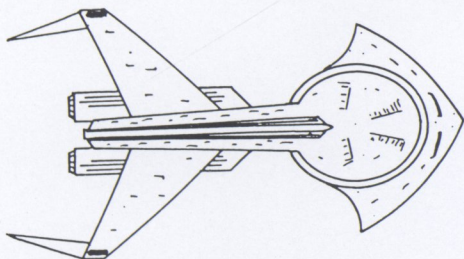
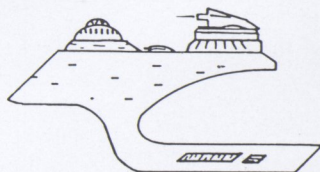
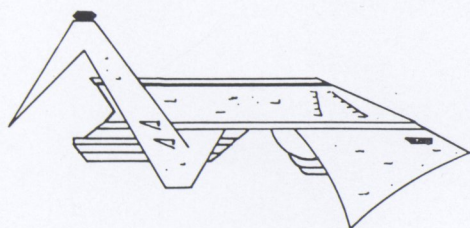
Zaldron Warship:

Cruising Speed	C.F. 4
Maximum Speed	C.F. 7
Plasma Beams	1
Invisibility Screens	1
Max. Total Power — units . .	600
Defensive Shields	1
Critical Systems	unknown

Std. Ship's Complement:

Crew	180(?)
Security	60(?)
Warriors	30(?)

* — Courtesy Intelligence Division, Star Fleet Command



Krellan Destroyer

Zaldron Warship

YOUR SERVICE RECORD

Your promotion history and any awards or decorations you have received are contained in the *service record*. Your service record is updated automatically by the program at the end of each game. With the service record, you can watch yourself (and your friends) proceed up through the ranks.

After you have successfully completed your second mission as a cadet, you will be promoted to Lieutenant Junior Grade. From then on, to be promoted you must successfully complete five missions at your current rank with an overall efficiency rating of 75 percent. If you have not been promoted after five missions, each new mission will count as 20 percent of your overall rating while all previous missions count as the remaining 80 percent. Thus, each mission will have the same effect on your rating as if it was one of the original five. There are no promotions from level ten games.

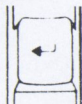
Also, you will not be promoted after a failed mission, even if your overall efficiency rating is above 75 percent. You must successfully complete your last mission in order to be promoted.

THE RIGHT COMPUTER HARDWARE

STAR FLEET I by **CYGNUS** requires an IBM Personal Computer or equivalent with at least 96K (Version 1.0) or 64K (Version 2.0) bytes of random access memory, an 80 character mode video monitor (either color or black and white), and one disk drive. The program will operate with either the color/graphics or monochrome adapter.

IMPORTANT NOTE

In this manual we refer to the **ENTER** key. On the IBM Personal Computer the **ENTER** key looks like this:



and does not actually have the word "ENTER" written on it. This key is also known as the RETURN key on some other keyboards.

DISKETTE ACCESS

CYGNUS separated the **STAR FLEET I** program into three segments: the beginning, mid, and end game. Each segment is contained in a separate file or files; thus you should **never remove your STAR FLEET I diskette from the disk drive at anytime while you are playing, unless instructed to do so by the program.**

The *beginning segment* creates the universe and processes the sign-on options. The major part of **STAR FLEET I** is the *mid-segment*. This is the largest segment and contains all the files necessary for play. A few commands are not initially loaded, but will automatically be read from your diskette into memory when executed by the player. The usual loading time is about five seconds.

After you have finished a game (whether completed, stopped, or saved) the *end-game segment* is read into memory. For a completed game this segment processes the results of your mission, updates your service record, presents any awards or decorations you may receive, and grants promotions (if earned). **STAR FLEET I** will always load all three game segments into memory, even if the game is terminated early (such as by using the "X" sign-on option).

STAR FLEET I uses temporary data files on the diskette to transfer information from one game segment to another. If the game has been terminated early, then the data file(s) may not have been created and will cause the following messages to appear on your screen:

MISSION ABORTED

This message appears when the mid-segment is loaded into memory and the game was terminated during the beginning segment, e.g. by choosing the "X" sign-on option.

IF EXIT TO SYSTEM IS UNINTENTIONAL, YOU MAY HAVE A MISSING/BAD FILE

This message appears when the end segment is loaded into memory. If the termination of the mission was NOT intentional, check to make certain your diskette is not full or bad. Refer to your Disk Operating System (DOS) Manual for how to do this. After **STAR FLEET I** ends you are returned to the system with the prompt **A>** . If you wish to restart the game, type **BEGIN** and press **ENTER**.

Your service record (plus those of any other players) is kept on your **STAR FLEET I** playing diskette. Taking care of these files is described in the **MAINTENANCE SECTION**.

SETTING UP YOUR PLAYING DISKETTE

Before you can play **STAR FLEET I**, you must first set up the diskette you purchased as a playing diskette. This procedure needs to be done only once. To set up your playing diskette follow these steps:

1. Insert your IBM DOS System diskette into disk Drive A and reset the system by either placing the System Power Switch to ON, or if already on, press the Ctrl-Alt-Del keys at the same time. Enter the date or just press **ENTER** when asked for the date.
2. Remove the DOS diskette and place your **CYGNUS STAR FLEET I** diskette into Drive A. If you have two disk drives, place the DOS diskette into Drive B, otherwise wait for the prompt in step 3 to remove your **STAR FLEET I** diskette and place the DOS diskette in the drive.
3. Type **SETUP** and press **ENTER**. Follow the instructions that appear on your screen. **Remember that "drive A" refers to your STAR FLEET I diskette and "drive B" refers to your DOS system diskette.**
4. Once the setup is complete, the system prompt **A>** will appear on your screen. Your **STAR FLEET I** diskette is now ready to play. However, it is strongly recommended that you make a backup copy.

BACKING UP YOUR PLAYING DISKETTE

STAR FLEET I writes on the playing diskette during each game, which increases the chances of the diskette eventually "wearing out." It is recommended that you copy the purchased diskette onto a blank diskette for playing, and save your purchased diskette as a backup. Also, you should use a *two-sided* diskette for playing if you have a double-sided disk drive. This will prevent the diskette from becoming full as the fleet grows larger. If you must use a single-sided diskette for playing and you encounter a disk full error, refer to the **MAINTENANCE SECTION** of this manual. To make a backup diskette, place a write protect tab on your original **STAR FLEET I** playing diskette, and follow these steps:

TO MAKE A COPY ON A SINGLE-SIDED DISKETTE:

1. If you are using IBM DOS Version 1.0, you **must** format the blank diskette before continuing by using the **FORMAT B:/S** command (omit the /S for **STAR FLEET I** Version 2.0).
2. Insert your **STAR FLEET I** diskette into Drive A: and type **BACKUPSS** and press **ENTER**.
3. Follow the computer prompts for switching the diskettes.

TO MAKE A COPY ON A DOUBLE-SIDED DISKETTE:

1. Use IBM DOS to format a blank double-sided diskette using **FORMAT B:/S**.
2. Insert your **STAR FLEET I** diskette into Drive A: and type **BACKUPDS**.
3. Follow the computer prompts for switching the diskettes.

When the backup is complete, store your **STAR FLEET I** diskette in a safe place and use your new backup copy as your playing diskette. **DO**

NOT PLACE A WRITE PROTECT TAB ON YOUR PLAYING DISKETTE.

STARTING THE GAME

To begin the **STAR FLEET I** game follow the steps given below.

Version 1.0 (96K) OR Version 2.0 (64K):

1. With the system power switch ON and **A>** displayed on your screen, place your playing diskette into Drive A.
2. Type **BEGIN** and press **ENTER**. Your mission will then begin.

Version 1.0 (96K) ONLY:

1. Place your playing diskette into Drive A and set the system power switch to ON, or if already on, do a system reset by pressing the Ctrl-Alt-Del keys simultaneously.
2. The message **A> BEGIN** will appear on your screen and the game will start automatically.

When starting or resuming a game, you will be asked several questions. Each question is described completely below. The program will accept both upper and lower case answers. Do not press **ENTER** if a single letter response to the question is expected.

Will you be using a color monitor?

Press "Y" if you will be using a color monitor for playing or "N" if you will be using a monochrome, black & white, green or amber screen monitor. Any other response will cause the question to be repeated. There is no default answer to this question; you must press "Y" or "N".

2. *Would you like to turn sound off?*

Press "Y" to turn the game sounds off, press "N" if you wish the game sounds left on. Pressing any other key will cause the question to be repeated. There is no default answer; you must press "Y" or "N".

After you answer question two, a message will appear reminding you the game sounds can be toggled on or off at any time during your mission.

3. *Enter your last name:*

Type your last name, or any other name you wish to be known by, and press **ENTER**. Your name may be up to sixteen characters in length. This name will be used for your service record and any awards and decorations you may receive. **CAUTION: No two player names can be the same.** This is done to ensure your being able to distinguish between players listed in the Star Fleet Personnel List.

4. Are you a new recruit?

This question will only be asked the first time you sign on under the name you specified in step three. This question is a check to ensure you did not mistype your name. Press "Y" if you are a new player. Pressing "N" will cause the program to request your name again (step three). There is no default answer to this question; you must press "Y" or "N".

5. ENTER PASSWORD:

A password is necessary to prevent other players from playing under your name. If you are signing on for the first time, input any eight alphanumeric characters and press **ENTER**. **DO NOT FORGET YOUR NAME OR PASSWORD**. If you forget your password you will have to return to the Star Fleet Officer's Academy and begin your training all over again (Mission Level 1), or you may ask the manager to look up your password for you using the Maintenance sign-on option (more on this later). If you are not a new recruit and you enter the wrong password, the program will abort and you will have to restart the game.

6. Sign-on option?

If you are a new recruit this question will be skipped. If not, press the appropriate key to execute any sign-on option. The options will be listed on your screen, and are described fully in the **INFORMATION SECTION**. With these options you can review your service record, resume a previously saved mission, etc. Press "C" to continue on to a new mission. There is no default option to this question; pressing **ENTER** without selecting an option will cause the program to ask you again for an option.

For the following questions the default answer is shown in [].

7. Enter Mission Level (1 = easy to 10 = hard) [MAX]?

If you are a new recruit this question will also be skipped. Enter any integer between one and ten up to the level of your maximum rank (see TABLE II). Pressing **ENTER** without any input will default you to your maximum rank.

8. Do you want a Long, Medium, or Short mission [RANDOM]?

Press "L" to select a long mission, "M" for a medium length mission, or "S" for a short one. A short mission requires you to eliminate 10 to 30 enemy vessels, a medium mission requires 31 to 60 enemy vessels, and a long one requires at least 61 enemy vessels. The program will randomly select the number of enemy ships you must eliminate according to the mission length you select. If you press **ENTER** without any input, the program will randomly select between a long, medium, or short mission for you. It should be noted that for mission levels higher than two, longer missions increase your chances of earning high ratings and decorations.

9. Enter your starship number [RANDOM]:

This question will be asked only for mission levels two and above. Star Fleet Officer's Academy members are required to use the training ship *Republic*. The list of ships in Star Fleet will be displayed on your screen. Enter the number of the starship you wish to use and press **ENTER**. If you press **ENTER** without selecting a ship, the program will randomly select one for you. Refer to the **INFORMATION SECTION** for a list of the ships available and a description of the ship's status.

A message will now be displayed informing you the game setup is underway. This usually takes about ten seconds for veterans and more than thirty seconds for new recruits. After this process is complete, you will receive your orders informing you how many enemy vessels must be eliminated to successfully complete your mission in the time allocated. You will also be informed of the number of starbases located in your region and your mission sequence number. The mission sequence number allows you to keep track of the total number of games played by all players and is used in your service record for promotions and awards.

10. Hit FUNCTION KEY 2 to start

Your orders will be displayed until you press function key F2 on your keyboard. Only press the key once and have patience, as there may be a delay before the screen clears. After pressing key F2 the game's mid-segment is loaded and you are on your way!

Each question is listed in TABLE IV with its default answer. Questions four, six, seven, and nine may be skipped depending upon your rank.

TABLE IV — Beginning Segment Questions

Question	Default Answer
1. Are you using a color monitor?	none
2. Would you like to turn sound off?	none
3. Enter your last name:	none
4. Are you a new recruit?	none
5. ENTER PASSWORD:	none
6. Sign-on option?	none
7. Enter Mission Level: (1 = easy to 10 = hard)	MAX RANK
8. Do you want a Long, Medium, or Short Mission?	RANDOM
9. Enter your starship number:	RANDOM

THE SCREEN FORMAT

To make the game more enjoyable, **STAR FLEET I** has a screen format which is easy to read and understand. This format is shown in Figure 2. The dotted lines in the figure do not appear on your screen; they are there only to show a division between different areas. Each area is described on the following page.

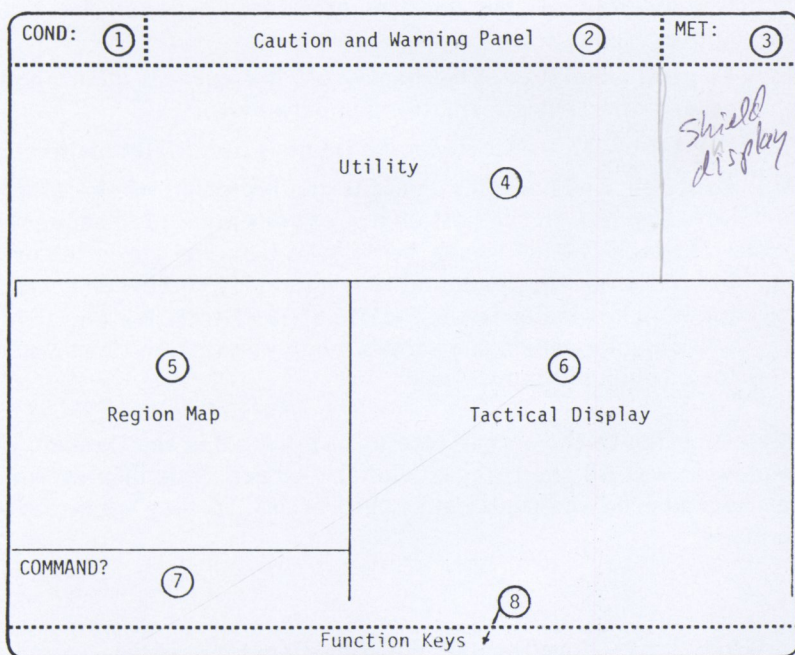


Figure 2 — STAR FLEET I Screen Format

- Area 1: Ship's Condition** — Whenever hostile vessels are present in your quadrant (and not in tow), **COND: *RED*** is displayed, otherwise your condition is **GREEN**. However, when docked with starbase your condition is **DOCKED**, regardless of the presence of any enemy in the quadrant.
- Area 2: Caution and Warning Panel** — All primary warning and alert messages will appear in this area. A description of each alert message is in TABLE V.
- Area 3: MET** — Shows the current Mission Elapsed Time.
- Area 4: Utility** — Additional command inputs, command results, all messages, plus some displays appear here.
- Area 5: Region Map** — The map of your assigned galactic region appears here.
- Area 6: Tactical Display** — The display of your current quadrant and other important information appears here.
- Area 7: COMMAND?** — All command inputs are initially made here.
- Area 8: Function Keys** — The current configuration of the function keys appears on the bottom line of your monitor. The numbers 1 through (1)0 will each be followed by the three letter abbreviation of the command that currently corresponds to that function key (refer to the **COMMAND SECTION**). This display will only appear on the screen when your computer is waiting for a command input.

The only exception to the screen format in Figure 2 is the Damage Control Display. It will fill the right side of the screen. This display will be automatically cleared and replaced by the Tactical Display when you exit the command.

TABLE V — Caution and Warning Panel Messages

Message	Description
ZALDRON PRESENT	Indicates a hostile Zaldron is present in the quadrant
INTRUDER ALERT	Indicates an enemy intruder is aboard
ATTACK ON BASE	Indicates one of your starbases is currently under attack
BASE CRITICAL	Indicates the starbase under attack has less than 25 percent shield strength remaining

COMMAND SECTION

II. COMMAND SECTION

OVERVIEW

There are twenty-three commands and computer tasks available to you. All commands are entered by pressing the appropriate keyboard function keys F1 to F10.

The commands are:

CMD NO	FNC KEY	COMMAND/TASK	ABBREVIATION
P1	F1	Tactical Display	TAC
P2	F2	Long Range Sensors	LRS
P3	F3	Mission Status Report	STA
P4	F4	Damage Control *	DAM
P5	F5	Navigation Control +	NAV
P6	F6	Defensive Shields Control +	SHD
P7	F7	Torpedo Control +	TOR
P8	F8	Phaser Control +	PHA
P9	F9	Ship's Computer (six tasks) *	CMP
P10	F10	Select Secondary Command Menu	SecCmd
S1	F1	Tractor Beam Control +	TRC
S2	F2	Transporters Control +	TRN
S3	F3	Mine Control +	MIN
S4	F4	Internal Security Control +	SEC
S5	F5	Region Map	MAP
S6	F6	Display Reset	DIS
S8	F8	Save Game	SAV
S9	F9	Stop Option	STO
S10	F10	Sound Option	Sndon/Sndoff
C1	F1	Reconn. Probes Launch Control +	PRO
C2	F2	Auto Alert Switch	AAS
C3	F3	Target Calculator *	TAR
C4	F4	Starbase Status Report	BAS
C5	F5	Emergency Hyperspace Maneuver +	HYP
C6	F6	Self-Destruct Sequencer	SLF

P — Primary Menu

S — Secondary Menu

C — Computer Menu

+ — Command uses time

* — Command may or may not use time

The above list shows several commands use time. **STAR FLEET I** does NOT execute in real time; that is, the Mission Elapsed Time indicator (refer to **The Screen Format** in the **GENERAL SECTION**) is updated

only after executing a command which uses time. So long as you do nothing, the program will do nothing. This allows you to leave your computer and return later to continue your mission.

Since all commands are input via the function keys, similar commands have been grouped together in three command menus. These menus are shown in Figure 3. The program will automatically execute the command after you press the appropriate function key, i.e., you need not press **ENTER**.

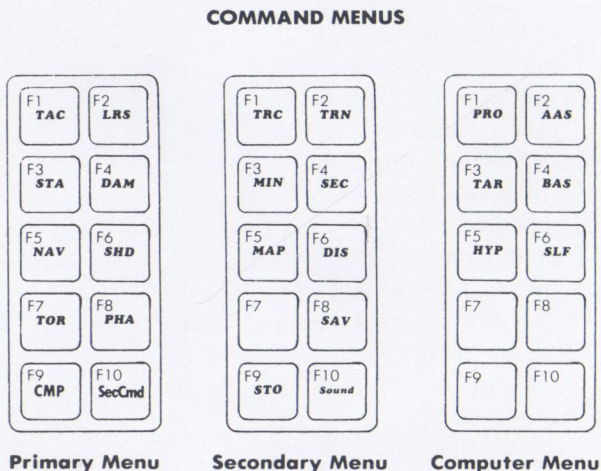


Figure 3 — Command Menus

A description of each command menu follows:

- Primary Menu** — Commands you will use most often. The Computer and Secondary menus are accessed through function keys F9 (CMP) and F10 (SecCmd), respectively.
- Secondary Menu** — Commands you will find useful in certain situations. Function key F7 is not used. To exit the Secondary Menu and return to the Primary Menu, press **ENTER** or function key F7 when prompted for a command.
- Computer Menu** — Allows access to your ship's computer. Function keys F7, F8, F9, and F10 are not used. To return to the Primary Menu without executing a computer task, press **ENTER** or an unused function key when prompted for a task.

Whenever you are required to make additional inputs for the command and a single letter answer is sufficient, you should not press **ENTER** after typing the letter. For example, press "Y" (or "y") for YES, or "N" (or "n") for NO. The program will accept both upper and lower case inputs. If a numerical answer is expected, pressing **ENTER** is required to input your response. If more than one number is expected, such as a quadrant or sector location, you must separate both numbers with a comma.

The description of each command is formatted as follows:

<i>Abbreviation</i>	The three letter abbreviation of the command as used in the menus
<i>Menu</i>	Shows on which menu the command is located
<i>Function Key</i>	The function key you must press within the command's menu to execute the command
<i>Purpose</i>	Explains what the command does
<i>Options</i>	Lists any options in the command
<i>Cancel</i>	Tells you how to cancel the command

In the lists of options and cancelling instructions, N/A stands for *None Available* or *Not Applicable*.

After the above synopsis, a detailed description of the command is provided explaining fully the command's options, how the command is used, and what the command does. Example inputs, figures, and tables are provided for some commands for clarification.

DISPLAY COMMANDS

These commands display information about your starship, the space around you, the enemy, and the status of your mission. In certain situations these displays will be executed automatically.

- Command P1:

TACTICAL DISPLAY
- Abbreviation: TAC

Menu: PRIMARY

Function Key: F1
- Purpose: Causes a diagram of your quadrant to be displayed with additional information
- Options: N/A
- Cancel: N/A

An example Tactical Display obtained from the short range sensors for the Alliance Starship *Invincible* is presented in Figure 4. In this figure the *Invincible* is located in Sector 1,3 (row 1, column 3) of Quadrant 7,7 (row 7, column 7 of the region). TABLE VI defines the symbols used in the display, and TABLE VII explains the additional information also provided in the display.

TACTICAL DISPLAY

	1	2	3	4	5	6	7	8	9	10	Quadrant:	7, 7
1	.	.	I k	.	.	.	.	.	.	k	Sector :	1, 3
2	.	.	*	.	.	.	.	.	.	.	Bearing :	270.0 deg
3	k	.	.	.	*	.	.	.	.	.	Power :	651
4	.	.	k	.	.	*	.	.	.	.	Shields :	2562 (TOT)
5	#	.	.	.	.	.	.	.	.	.	729/	0/1000/ 833
6	.	.	.	.	.	*	.	.	.	.	Auto Alert :	OFF
7	.	.	.	+	+	+	+	+	+	+	Life Support:	PRIMARY
8	.	.	.	.	.	.	.	.	.	.	Torpedoes :	8
9	.	.	k	.	.	.	.	.	.	.	Crew Losses:	34/500
10	.	.	.	.	.	.	.	.	.	.	Aliens Elim :	10/ 45

Figure 4 — Example Tactical Display

TABLE VI — Tactical Display Symbols

Symbol	Description
•	Empty sector
A-Y	The first letter of your starship's name
*	Star system
k	Krellan destroyer
Z	Zaldron warship (when visible)
#	Starbase
+	Mine

TABLE VII — Tactical Display Information

Item	Description
Quadrant	Your current quadrant location (row,column)
Sector	Your current sector location (row,column)
Bearing	Your starship's current heading — see Command P5
Power	This is all your power not currently allocated to defensive shields and is available for all other power requirements
Shields	Shows total shield power (TOT) and your current shield configuration (shield 1/2/3/4) — see Command P6
Auto Alert	Indicates whether the Auto Alert Switch is ON or OFF — see Computer Task C2
Life Support	Indicates whether your PRIMARY or BACKUP life support system is on — refer to Ship Disabled in the INFORMATION SECTION
Torpedoes	The number of torpedoes remaining in your supply
Crew Losses	The first number indicates the total number of casualties incurred. The second number indicates the original number of crew and space marines onboard.
Aliens Elim	The first number indicates the total number of enemy vessels eliminated so far. The second number indicates the total number of enemy vessels that must be eliminated to complete your mission.

TAC

Short range sensors must be operational to use torpedo or phaser auto-fire, and if damaged, hamper ability for phasers to maintain lock-on as well as limiting available information about enemy vessels. If your short range sensors are damaged you can still update your Tactical Display by obtaining a *visual scan* of the quadrant, but the range is limited to two sectors distance. Large objects such as star systems or starbases are visible at any range.

The Tactical Display is updated automatically each time a significant event occurs, but for some events just the picture or information on the right will change. If you are not sure of the display, you can obtain a complete update by executing this command.

Command P2: **LONG RANGE SENSORS**

Abbreviation: **LRS** Menu: PRIMARY Function Key: F2

Purpose: Causes the code numbers for the quadrants surrounding your starship to be displayed on the Region Map

Options: N/A

Cancel: N/A

The code numbers for the quadrants surrounding your starship are displayed, e.g. 514 (for Quadrant 7,7). The digit in the 100's place gives the number of Krellans (but not Zaldrons!), the 10's digit gives the number of starbases, and the 1's digit the number of star systems. Thus, in Quadrant 7,7, there are five Krellans, one starbase, and four star systems. Refer to Figure 5. There can be up to five Krellans, five stars, and one starbase in each quadrant. The quadrant that your starship is in is always the center quadrant of the scan. The long range sensor scan appears in the Region Map (Command S5). An example long range sensor scan is presented in Figure 6. Captured enemy vessels, vessels in tow, and Zaldron warships never appear in the scan.



Figure 5 — Long Range Sensor Scan Notation



Figure 6 — Example Long Range Sensor Scan

Command P3:

MISSION STATUS REPORT

Abbreviation: **STA**

Menu: PRIMARY Function Key: F3

Purpose: Gives information on the current status of your mission and any alien vessels in your quadrant

Options: N/A

Cancel: N/A

The Mission Status Report gives you the position and strength of each Krellan and Zaldrion (if visible) in your quadrant, plus other information. If your short range sensors are damaged, information on the enemy vessels will be limited, e.g., unknown strength and unknown exact position if out of visual range. An example report is shown in Figure 7. TABLE VIII gives a description of the eight items found on the right of the status report.

The Mission Status Report will also inform you of the sector location of any enemy vessel in tow, whether or not a security search is in progress, and give you the deck number if you have specified one for maximum security. These messages appear below the items on the right of the display and are only shown if appropriate.

ENEMY STATUS:

Alien	Sector	Power	Status
KRELLAN	4, 3	70.3%	HOSTILE
KRELLAN	3, 1	44.8%	HOSTILE
KRELLAN	1, 10	9.6%	Disabled
KRELLAN	9, 3	100.0%	HOSTILE
KRELLAN	1, 4	7.7%	Captured
ZALDRON	UNK	UNK	HOSTILE

INVINCIBLE STATUS:

Sys Out	: 2	Shuttles	: 5
Marines	: 60	Prisoners	: 27
Days Left	: 37.5	Aliens Left	: 35
Rank	: 7	Probes Left	: 1
Ship in tow — Sector 1, 4			

Figure 7 — Example Mission Status Report

TABLE VIII — Mission Status Report Items

Item	Description
Sys Out	The total number of critical systems currently inoperative
Marines	The current number of space marines aboard
Days Left	The number of days left to complete your mission
Rank	The Mission Level at which you are playing
Shuttles	The number of shuttlecraft remaining
Prisoners	The number of enemy prisoners aboard
Aliens Left	The number of enemy vessels that remain to be eliminated to complete your mission
Probes Left	The number of deep space reconnaissance probes remaining

DAM

PRIMARY ENGINEERING COMMANDS

These commands provide access to your ship's primary engineering systems: Damage Control, Navigation, and Defensive Shields.

Command P4: **DAMAGE CONTROL**

Abbreviation: **DAM** Menu: PRIMARY Function Key: F4

Purpose: Allows you to list the status of your ship's systems and repair those that are damaged

Options: Repair

Cancel: Press "N" when asked if you want to repair a system

This command displays a list of your ship's systems, their operational status, and estimated time until repairs are completed. The actual repair time depends on the size of your crew and the ship's alert condition — condition GREEN will permit faster repairs than condition *RED*. The estimated repair time (E.R.T.) is in days. A sample Damage Control report appears in Figure 8.

If any of your ship's systems are damaged, you will be asked if you would like to repair one of them by diverting power from your reserves to the system via computer link. If you answer "Y" you will then be asked for the system number. The system number corresponds to the number on the left in the Damage Control report. You will then be asked for the amount of power you want to use to repair the damaged system. About 100 units of power for each day of repair time are needed to completely repair the system. For instance, looking at Figure 8, it would require $2.62 \times 100 = 262$ units of power to completely repair your main engines (System 2). You need not allocate all the power necessary; allocating less power will reduce the repair time.

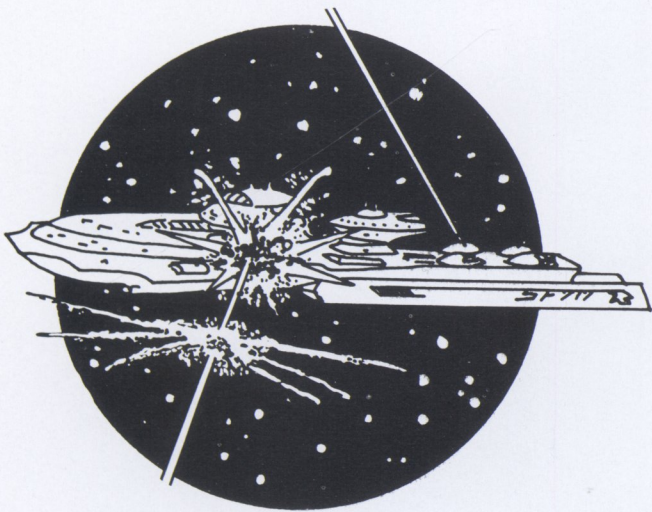
If any systems remain damaged, you will be asked if you want to repair another system. Press "Y" to repair a system, press "N" to exit.

The number of damaged systems appears in the Mission Status Report.

*** REPORT FROM DAMAGE CONTROL:

SYSTEM	STATUS	E.R.T.
1. NAVIGATION COMPUTER	OPER	0.00
2. MAIN ENGINES	*INOP	2.62
3. AUXILIARY ENGINES	OPER	0.00
4. SHORT RANGE SENSORS	OPER	0.00
5. LONG RANGE SENSORS	OPER	0.00
6. SHIELDS CONTROL	OPER	0.00
7. TORPEDO CONTROL	OPER	0.00
8. PHASER CONTROL	*INOP	0.96
9. MINE CONTROL	OPER	0.00
10. TRACTOR BEAM	OPER	0.00
11. TRANSPORTERS	OPER	0.00
12. PRIMARY LIFE SUPPORT	OPER	0.00
13. BACKUP LIFE SUPPORT	OPER	0.00

Figure 8 – Example Damage Control Report



Command P5: NAVIGATION CONTROL

Abbreviation: **NAV** Menu: PRIMARY Function Key: F5

Purpose: This command allows you to move, either within your current quadrant or between quadrants in your assigned region

Options: N/A

Cancel: Press **ENTER** when asked for course and C-Factor*, or input a negative C-Factor after typing a course

The computer will ask for a *course* and *C-Factor*. Input the course angle in degrees ($-360 < \text{angle} < 360$). See Figure 9 for angle definitions. Next input the C-Factor on the same line separated by a comma. A C-Factor of 1.0 will move you one quadrant width (ten sectors), a C-Factor of 2.0 will move you two quadrants, etc. The maximum limit is C-Factor 8. A C-Factor of 0.2 will move you a distance of two sectors. To abort the navigation order, press **ENTER** without any input. If your *navigation computer* is damaged, your ship will be unable to compensate accurately for stellar gravitational fields, etc., resulting in an erratic course, and your ship's actual bearing may deviate from the input bearing by up to 30 degrees. Also, you may suffer damage if you run into a star or other object because manual engine shutdown is slower than that obtained by the navigation computer.

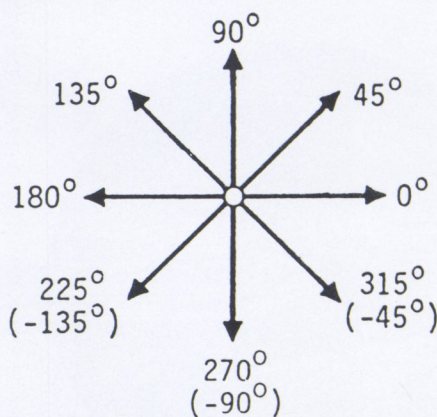


Figure 9 — Navigation Headings

* — The term "C-Factor" is derived from the physics symbol "c" for the speed of light.

For speeds greater than C-Factor 2.0, your ship will enter *hyperspace*. While in hyperspace, you will not collide with any stars, starbases, or enemy vessels in your path. However, your ship requires ten sectors to accelerate (speed up) to hyperspace, and ten sectors to decelerate (slow down) from hyperspace to a stop. During these twenty sectors, your ship will be stopped by any object in your path. Refer to Figure 10 below. For C-Factors less than 2.0, or when your navigation computer is damaged, your ship will NOT enter hyperspace and you will be stopped by any object in your way. Your *main engines* are required for C-Factors of 1.0 or more. For speeds less than C-Factor 1.0 your ship will move using *auxiliary engines*, and you will be stopped by any object in your path.

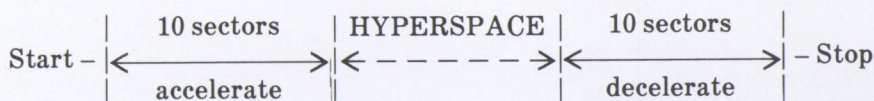


Figure 10 — Hyperspace Travel

To dock with a starbase you must move to one of the eight sectors surrounding it. The computer will then ask if you wish to dock. Press "Y" to dock. You need not dock with starbase to deliver an enemy vessel in tow. If you answer "N" to the question about wishing to dock, the computer will ask if you want to deliver the enemy vessel in tow to starbase. Pressing "Y" will transfer the ship to starbase without docking. Docking with starbase with an enemy vessel in tow will deliver the enemy vessel and resupply your own ship. If you do not have an enemy vessel in tow, you must dock to transfer prisoners from your ship to starbase.

Your ship's current bearing appears in the Tactical Display.

Command P6:

DEFENSIVE SHIELDS CONTROL

Abbreviation: **SHD** Menu: PRIMARY Function Key: F6

Purpose: Allows you to adjust your four defensive shields

Options: **Lower; Battle Entry; Maximum Strength; Total Strength;**
Press **ENTER** for individual shield allocation

Cancel: Press "C" when prompted for an option

Your ship has four defensive energy shields for protection against hits from enemy weapons. The location of the four shields are shown in Figure 11.

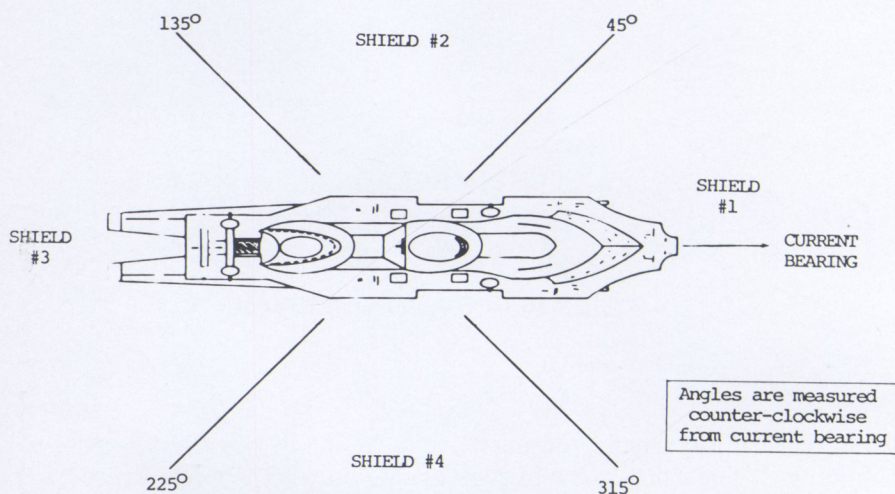


Figure 11 — Defensive Shields Location

The shield facing your heading (bearing) is always shield #1, while the left, rear, and right shields are numbers 2, 3, and 4, respectively, i.e., counter-clockwise from the front.

Each time you are hit, the number of units of the hit are subtracted from the shield or shields facing the enemy vessel. When a particular shield strength is exceeded by a hit, damage occurs to one of your ship's systems with casualties, and the excess power of the hit is absorbed by the adjacent shields. However, if the hit exceeds the penetrated shield or shields by more than 100 units or exceeds your total shield strength by more than 50 units, you will suffer severe damage with heavy casualties. If the hit exceeds your *total* shield strength by more than 100 units, you are *destroyed*. If there is not enough power in your shields to withstand another attack equal to the last one (taking into account any enemy vessels subsequently destroyed, or Zaldron arrival), a **SHIELDS DANGEROUSLY LOW** warning will be given. Be careful, this warning does not take into account enemy movement.

Command P6 permits power to be allocated to your four defensive shields. Power does not have to be allocated evenly. There are several options available to assist you in distributing shield power. Press only the first letter for the word options.

The available options are:

- | | |
|----------------------------|---|
| C (ancel) | Cancel the command |
| L (ower) | Lower all shields to zero — power is returned to your main reserves |
| B (attle Entry) | Battle Entry Configuration; doubles power to front shield, with none in rear (i.e., 2#/#/0/#), and leaves at least 100 units in reserves |
| M (aximum Strength) | Maximum Strength Configuration; allocates available power evenly to all shields (i.e., #/#/#/#), and leaves at least 100 units in reserves |
| T (otal Strength) | Total power allocated to shields, 1/4 to each |
| <ENTER> | Allows you to allocate power to each shield individually; Shield Control will prompt you for each power setting. Pressing ENTER without any input for an individual shield prompt causes zero power to be placed in that shield. |

If you enter Defensive Shields Control with any enemy vessel in tow, you will be given a warning that raising a certain shield will cut off the tractor beam. You will then be asked to confirm the command. Pressing “Y” will allow you to adjust your shields, while an “N” response will exit you from the command.

If Shield Control is damaged, you will be unable to adjust your shields. When this happens and your power reserves are exhausted, your Chief Engineer will ask if you want him to attempt to rig a bypass circuit (you have no power to repair the system). If you answer “Y” he will attempt to bypass Shield Control to lower ONE of your shields and return power to your reserves. There is danger involved with this procedure; additional critical circuits could be destroyed resulting in more damage and casualties. If this procedure fails, you can still bypass Shield Control under certain conditions using your ship’s tractor beam. Refer to Command S1 for more information.

The maximum capacity of your shields is 4000 units total power, and no individual shield can accept over 2000 units of power. Whenever your shields are up, they use power from your reserves at the rate of one unit power for each 1000 units of shield power per time update.

The current strength of your shields appears in the Tactical Display.

PRIMARY OFFENSIVE WEAPONS

There are two main weapon systems available to you: torpedoes and phasers.

Command P7: **TORPEDO CONTROL**

Abbreviation: **TOR** Menu: PRIMARY Function Key: F7

Purpose: Allows you to fire torpedoes

Options: Auto and Manual Modes

Cancel: Press "C" or **ENTER** when asked for the firing mode; allocate zero torpedoes to fire

This command enables you to fire up to *five* torpedoes at once against separate targets. Two firing modes are available: *auto* and *manual*. When prompted by your computer for the firing mode, press "A" to select auto or "M" for manual.

In *manual* mode the computer will give you the angles to each hostile Krellan or Zaldron (if visible), but does not take into account intervening stars, starbases, or mines, all of which will stop torpedoes. The angles are given in degrees using the same orientation as navigation (see Figure 9). After being given the firing angles, you will be asked how many torpedoes you wish to fire. The computer will then prompt you for each firing angle.

In *auto* mode, the computer determines automatically how many targets can be hit by your torpedoes, displays the number of targets selected (able to be hit), and asks you how many torpedoes are to be fired. Torpedo Control will then fire the torpedoes in a calculated order of priority determined by the hit potential of each visible enemy vessel, where the vessel that can hit your ship the hardest has the highest priority. However, if an enemy vessel will hit you with over 400 units, auto-fire will allocate an extra torpedo to it before finishing the remaining allocation amongst the other enemy ships. If all enemy ships have a hit potential over 300 units, this priority modification is ignored. If there are two or more enemy vessels in a line from your starship, and if enough torpedoes remain to be allocated, auto-fire will allocate an extra torpedo to be fired at them.

WARNING: Auto-fire does not check to see if a starbase is directly behind a selected enemy vessel. Thus, if an extra torpedo was allocated, or if the enemy moves, there is a danger you might hit one of your starbases. Starbase commanders do not like it when you hit them with torpedoes.

Five units of power per torpedo fired are used. If a torpedo is not a direct hit the enemy vessel's shields may deflect it, but they will still suffer damage and some loss of strength. Some computed firing angles may be one degree off which can cause a miss (or target selection failure in auto mode). If this is verified by the torpedo track you may have to adjust the angle accordingly in manual mode.

The number of torpedoes remaining in your supply appears in the Tactical Display.

Command P8:

PHASER CONTROL

Abbreviation: **PHA** Menu: PRIMARY Function Key: F8

Purpose: Allows you to fire your ship's phasers

Options: Auto and Manual Modes

Cancel: Press "C" or **ENTER** when asked for the firing mode; allocate zero power to phasers

This command enables you to fire phasers at as many as *six* separate targets (even past stars!) simultaneously. Phasers are more effective than torpedoes at close range, and allow more control over the size of the hit on the target. If target lock-on is lost due to enemy movement, the allocated phaser will not fire in order to prevent wasting power. Phasers may be used to completely destroy the enemy or just disable them for capture. The firing modes available are *auto* and *manual*. When prompted by your computer for the firing mode, press "A" for auto or "M" for manual.

In *manual* mode, after entering the number of targets, input the sector and power allocated it for each target. The larger the distance, the more power is required — usually 50 to 400 units against full strength Krellans. You can even fire phasers at stars, mines, or empty space. The only invalid targets are your own starship and starbases.

In *auto* mode the computer will inform you how many valid targets (i.e., hostile enemy vessels not in tow) have been identified, and will ask if any of them are to be disabled (in order to enable capture). If you answer "Y", auto-fire will go through each target individually and inquire if you want it disabled. If you answer "A" (for ALL), auto-fire will assume all targets are to be disabled. Targets that are already disabled, which you have specified to be disabled, will be cancelled. Having completed this, or if your answer was "N", auto-fire arranges the firing priority of the specified targets according to their potential harm to your ship and calculates the approximate power needed to complete the firing specifications. For enemy ships to be disabled, auto-fire calculates the power needed to reduce the target's strength to ten percent for Krellans and eight percent for Zaldrans. This allows a margin to still disable the enemy, even if they move closer or farther away. Having displayed the suggested power needed, you will be asked to input the total amount of phaser power you wish to fire. Auto-fire will then attempt to fire your phasers according to the firing priority. If insufficient power was allocated to eliminate all targets, auto-fire will attempt to destroy each target in turn rather than divide the power evenly and destroy or disable none. Excess power, however, is fired evenly amongst all targets.

It should be pointed out that it is possible to have a larger hit on the enemy vessel than the number of units of power fired with your phasers. The hit on the enemy is NOT the number of units of phaser fire that reached him (phaser power decreases with range), but is the number of units of power required by the enemy vessel to defend against the blast. Thus at point blank range, allocating 100 units of power to phasers will produce a 1000-unit hit on the enemy, which is more powerful than he can absorb, so he will be obliterated.

From time to time an enemy vessel will perform what is known as the "*evasive-loop-maneuver*." This maneuver is especially effective against phasers. The enemy will perform an evasive maneuver, and end up in the same sector from which they left (hence the name "loop"). Phaser target lock-on may be lost, and you will have to try again. Star Fleet Command is currently working on a defense for this tactical maneuver.

SHIP'S COMPUTER

There are six computer tasks available. A description of each task follows.

Task C1: **RECONNAISSANCE PROBES LAUNCH CONTROL**

Abbreviation: **PRO** Menu: COMPUTER Function Key: F1

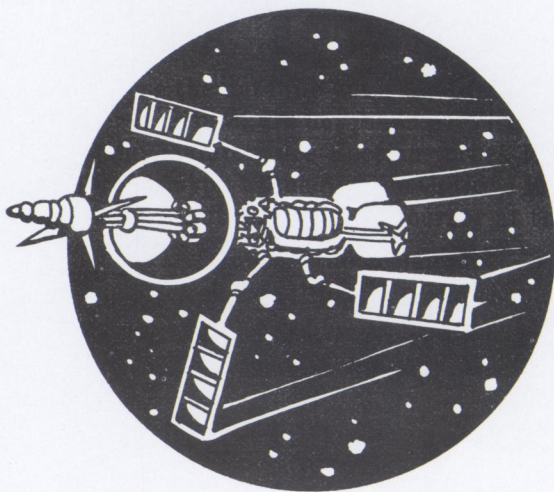
Purpose: Allows you to launch deep space reconnaissance probes for exploring remote quadrants in your region

Options: N/A

Cancel: Press **ENTER** when asked for launch angle and power; allocate zero launch power to the probe

This task allows you to launch three deep space probes per mission. The course and probe launch power inputs must be separated by a comma. The course uses the same angle definitions as in Navigation Control (see Figure 9). Approximately 80 units of power is enough to send it across the diagonal length of your assigned region. As the probe passes through space it will display the code numbers of the quadrant it passes through in the Region Map (see Command P2). Probes are NOT supplied by star-bases. This command will be automatically canceled if you have zero power in your reserves. If you allocate more power to the probe than available in your reserves, the computer will reprompt you for a course and power setting.

The number of probes remaining is shown in the Mission Status Report.



Task C2: **AUTO ALERT SWITCH**

Abbreviation: **AAS** Menu: COMPUTER Function Key: F2

Purpose: Automatically raises and lowers your shields

Options: ON or OFF

Cancel: Press "N" when asked if you want to turn the switch on or off

When the Auto Alert Switch is ON, shield power will be raised, lowered, or adjusted automatically by your ship's computer, if needed. It allocates 800 units for each Krellan present and distributes the power evenly amongst all shields. If there is insufficient power available, all power is put into your shields except for 25 units reserved for life support and maneuvering. When a Zaldron enters the quadrant, your shields are automatically raised to a level 2000 units higher than the total of the previous hits registered on your starship, if needed. This switch is normally left on, but in some cases such as when towing an enemy vessel or having set up a special shield configuration while low on power, it may not be wanted. The Auto Alert Switch is reset to the ON position whenever you dock with a starbase.

When the Auto Alert Switch automatically raises (lowers) your shields, **** SHIELDS RAISED (LOWERED) BY COMPUTER **** is displayed in the Utility Section of your screen.

The current setting of this switch appears in the Tactical Display.

Task C3: TARGET CALCULATOR

Abbreviation: **TAR** Menu: COMPUTER Function Key: F3

Purpose: Computes the bearing and distance from your starship to any point in the region

Options: Automatic access to Navigation Control

Cancel: Enter an invalid quadrant or sector location

The Target Calculator computes the bearing and distance from your starship to any given target. Enter the target quadrant and sector location when asked by your computer. When entering the quadrant location, pressing **ENTER** without any input will target you to your present quadrant location. To cancel the command input an illegal quadrant number, e.g., 0,0; -1,5; 11,11. **You must input two numbers.** When entering the target sector location, pressing **ENTER** without any input will target you to Sector 5,5 of the target quadrant. Refer to TABLE IX for example inputs. In TABLE IX, inputs made by the player are shown in bold type, and **<ENTER>** indicates pressing **ENTER** without any input. You have the option of entering the calculated bearing and distance directly into Navigation Control. If you answer "Y" to the prompt, the calculated bearing and distance to the target will be transferred directly to Navigation Control, and your ship moved. When the target is in your current quadrant, the target calculator will also inform you which of your ship's shields is facing it.

TABLE IX — Example Target Calculator Inputs

Input	Description
Quadrant? <ENTER> Sector? 1,1	Targets you to Sector 1,1 of your current quadrant location
Quadrant? 4,5 Sector? <ENTER>	Targets you to Sector 5,5 of Quadrant 4,5
Quadrant? 3,2 Sector? 6,7	Targets you to Sector 6,7 of Quadrant 3,2
Quadrant? 0,1	Cancels the command — 0 is an invalid quadrant location
Quadrant? <ENTER> Sector? <ENTER>	Targets you to Sector 5,5 of your current quadrant location

Task C4: STARBASE STATUS REPORT

Abbreviation: **BAS** Menu: COMPUTER Function Key: F4

Purpose: Gives you the current status of your starbases

Options: N/A

Cancel: N/A

The Starbase Status Report gives you the quadrant location, strength, remaining crew replacements, and status for each starbase in your region, if known.

Following are the different statuses and their meanings:

- NORMAL — The starbase is not under attack
- ATTACK — The starbase is currently under attack by the enemy and needs rescuing
- CRITICAL — The starbase is under attack and its shield strength is less than 25 percent, which means the base can no longer defend itself with its phaser
- DESTROYED — The starbase has been destroyed

Task C5: **EMERGENCY HYPERSPACE MANEUVER**

Abbreviation: **HYP** Menu: COMPUTER Function Key: F5

Purpose: Activates your Emergency Hyperspace Control to relocate your ship at random in the region

Options: N/A

Cancel: Press "N" when asked if the command is confirmed

This task permits your starship to enter a special state of hyperspace, usually to escape hopeless situations. The hyperspace maneuver requires 50 units of power and is uncontrollable. It will relocate your starship at random in the region and is very dangerous to use. There is a ten percent chance the maneuver will be unsuccessful and your starship destroyed. To cancel the command, press "N" when the computer asks you if the command is confirmed. Pressing "Y" to this question will execute the command. This question ensures you do not accidentally enter hyperspace.

Task C6: **SELF-DESTRUCT SEQUENCER**

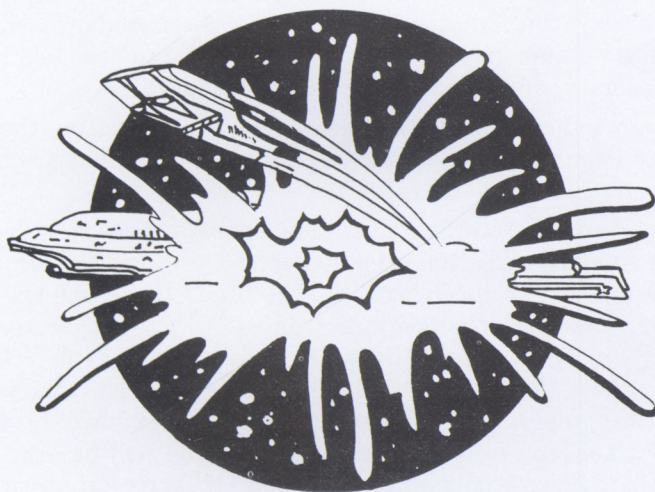
Abbreviation: **SLF** Menu: COMPUTER Function Key: F6

Purpose: Destroys your starship

Options: N/A

Cancel: Press "N" when asked if the command is confirmed

This is to be used only as a last resort in cases where your ship is about to be destroyed or disabled anyway. Your self-destruction will also destroy all vessels in your present quadrant. The destruction of any enemy present will increase your final (but losing) efficiency rating. When asked if the command is confirmed press "Y" to execute the command, press "N" to exit.



SECONDARY ENGINEERING COMMANDS

These secondary engineering commands are useful when attempting to capture a hostile enemy vessel and return it to starbase, or retrieve mines.

Command S1: **TRACTOR BEAM CONTROL**

Abbreviation: **TRC** Menu: SECONDARY Function Key: F1

Purpose: Activates your ship's tractor beam for placing vessels in tow, or retrieving mines

Options: N/A

Cancel: Press **ENTER** when asked for the target sector

To place an enemy vessel in tow, it must be *disabled*, i.e., strength less than twenty percent for Krellans or less than sixteen percent for Zaldrons. When a vessel is secured in towing position, whether captured by boarding parties or not, you can tow the vessel anywhere you go. If you can deliver the vessel in tow to a starbase it will increase your mission efficiency rating. Once an enemy vessel is secured in towing position, they can no longer fire at you; however, you can still fire at them with your phasers or torpedoes using manual mode.

When your tractor beam is used on mines, you can reposition them next to your ship to be automatically brought aboard. Mines that are brought aboard return to your torpedo supply.

Your tractor beam uses power and cannot operate through a defensive shield, so the shield facing the target must be lowered (which is done automatically upon your confirmation). The other three shields can remain up. When asked by the computer, enter the (target) sector of the enemy vessel you wish to bring in with your tractor beam. When you have a vessel in tow, your shields will automatically adjust when you turn your ship so the shield facing the vessel will always be down. If you have a ship in tow when you execute this command, you will be asked if the tractor beam is to be switched off. If you press "N" the computer will exit Tractor Beam Control because you can only tow one vessel at a time.

If a shield facing the vessel in tow is raised for any reason, your tractor beam will be cut off and you will no longer have the ship in tow.

When you have an enemy vessel in tow and you enter a new quadrant such that you stop in an outer row or column, the vessel in tow will not appear on your Tactical Display because it is in your previous quadrant. In the Mission Status Report (Command P3), the sector location given for the vessel in tow will be the sector in your previous quadrant. You cannot target this vessel for boarding unless you move and it enters your current quadrant. If your tractor beam is cut off while the towed vessel is in another quadrant, it will be lost. If the vessel was hostile when lost, you will NOT be credited with a kill.

If Defensive Shields Control is damaged, you can use your tractor beam to lower one or more of your shields; however, a valid target (disabled enemy vessel or mine) MUST be present in your quadrant. Execute this command and select any target facing the shield you wish to lower. Tractor Beam Control will automatically lower the shield facing the target, regardless of whether Shield Control is operational or not. Power from the lowered shield returns to your reserves. Remember, this technique only works if a valid target is present in your quadrant.

Command S2: **TRANSPORTERS CONTROL**

Abbreviation: **TRN** Menu: SECONDARY Function Key: F2

Purpose: Activates your ship's transporters to transport your space marines onto a disabled enemy vessel

Options: N/A

Cancel: Press **ENTER** when asked for the target sector

Transporters allow you to attempt to capture a disabled enemy vessel by transporting aboard Alliance space marines. The weaker the enemy vessel, the more likely the vessel will be captured and the fewer casualties will be suffered by the boarding party. If you have less than five space marines, you will not be able to attempt another capture until you dock with starbase and obtain more marines. When asked by your computer, enter the (target) sector of the enemy vessel you wish to board.

The transporters use power and their maximum range is one adjacent sector. Like your tractor beam, transporters cannot operate through a defensive shield, and the shield facing the target is automatically lowered upon your confirmation. You can use your transporters while your tractor beam is on, i.e., you can transport marines aboard a disabled vessel in tow.



SECONDARY OFFENSIVE WEAPONS

As a backup to your primary weapons you can use mines in an attempt to destroy the enemy.

Command S3: **MINE CONTROL**

Abbreviation: **MIN** Menu: SECONDARY Function Key: F3

Purpose: Allows you to lay torpedoes as mines

Options: Lay or Retrieve

Cancel: Allocate zero mines to be laid; press "C" when asked if you want to retrieve mines; or input zero mines to be retrieved

Mines are most useful to damage or destroy single enemy vessels, especially Zaldrans.

As your starship moves it leaves a mine (" + ") in each sector you pass through, until the allocated number have been laid. Upon leaving a quadrant, all mines in that quadrant that have not been retrieved are lost. When your starship passes through a sector with a mine, the mine is neutralized. Mines will mutually destroy torpedoes that hit them.

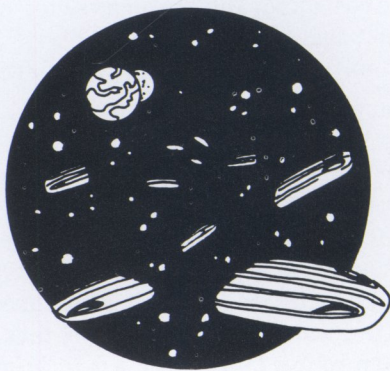
Upon entering this command, you will be informed how many mines are already allocated to be laid and the number of torpedoes remaining in your supply. Then you will be asked how many mines you wish to lay (allocate). You can allocate up to the number of torpedoes remaining in your supply. Entering "0" (zero) will cancel the command. Mines allocated are immediately removed from your torpedo supply. If you still have mines remaining to be laid and you specify more mines are to be laid, these will be *added* to the number already allocated. To prevent mines previously allocated from being laid, enter a *negative* number of mines you wish to deallocate. These deallocated mines will be returned to your torpedo supply.

After entering the number of mines to be laid, you will automatically be transferred to Navigation Control and asked for a course and C-Factor to move your ship. There are no restrictions as to course or C-Factor, but if you leave the quadrant all mines laid while moving in the quadrant will be lost, while all those remaining to be laid will return to your torpedo supply. Mine Control will continue to lay mines in your quadrant until the allocated number have been laid, regardless of the number of times you move.

MIN

If you enter Mine Control with mines already laid in the quadrant, you will first be asked if you want to retrieve the mines. Answer "N" if you want to lay more, answer "Y" if you want to retrieve any. A "C" will cancel the command. The computer will then ask how many mines are to be retrieved, and will automatically launch and control one of your shuttles to retrieve the mines. If you specify zero mines are to be retrieved, the command will be cancelled. The enemy can shoot during this command, both at you and your shuttle, so take care when using this option while in condition ***RED***. Mines retrieved return to your torpedo supply.

Mines are useless at Mission Level (rank) one since the enemy does not move.



DEFENSIVE WEAPONS

To aid in capturing enemy intruders your ship is equipped with an internal security force.

Command S4: **INTERNAL SECURITY CONTROL**

Abbreviation: **SEC** Menu: SECONDARY Function Key: F4

Purpose: Allows you to use your ship's internal security force to apprehend intruders

Options: Search, and Maximum Security Deck

Cancel: Press "C" when asked for an option; press "N" when asked if you want to specify a maximum security deck

This command gives you the latest information about any intruders aboard. The two options available are SEARCH and MAX. The status of your security search and maximum security deck is shown in the Mission Status Report. The options are described below.

SEARCH — allows you to start or stop standard security searches using your ship's normal security personnel. Press "S" to select this option.

MAX — allows you to specify a maximum security deck to concentrate your security forces in an attempt to capture the intruder. Maximum security can also be used to protect a nearby deck against sabotage as well as try to stop the intruder's advancement through your ship. You need not start a security search to specify a maximum security deck; it is recommended however, in case the saboteur slips through your defenses. To select this option after initiating a security search, press "Y" when asked by the computer if you want to specify a deck for maximum security. After answering yes, you will be asked for the deck number. Refer to the **INFORMATION SECTION** for the list of your ship's decks, primary functions, and vulnerable systems. A "N" answer will cancel the command. You can also access maximum security by pressing "M" (or "m") when prompted for an option. You can change the maximum security deck at any time using this command by pressing "Y" when asked if you want to specify another deck for maximum security. You can only have one deck under maximum security at a time. To cancel maximum security on any deck, answer "Y" to the previous question, and when prompted for a deck enter "0" (zero). The one disadvantage to this option is you have less chance of capturing the intruder on other decks.

BACKUP DISPLAY COMMANDS

If your long range sensors are damaged you can still update the Region Map as you move about. You can also refresh the screen using the automatic display command.

Command S5: **REGION MAP**
Abbreviation: **MAP** Menu: SECONDARY Function Key: F5
Purpose: Updates the Region Map
Options: N/A
Cancel: N/A

This command displays a map of your assigned galactic quadrants using the same code numbers as described in **Long Range Sensors** (see Command P2). The map is continually updated as new quadrants are revealed, either by long range sensor scans or reconnaissance probes. The current location of your starship is denoted by blinking quadrant code numbers. A quadrant where a starbase is currently under attack is shown in high intensity (or red on color monitors). Any unexplored quadrants are denoted by "?". The region map is automatically updated each time you use your long range sensors, enter a new quadrant, launch a probe, or whenever a starbase comes under attack. Only when you enter a new quadrant is the entire map updated, the other items only update those quadrants that are affected. A sample region map is shown in Figure 12. Captured enemy vessels, vessels in tow, and Zaldron warships never appear in the map.

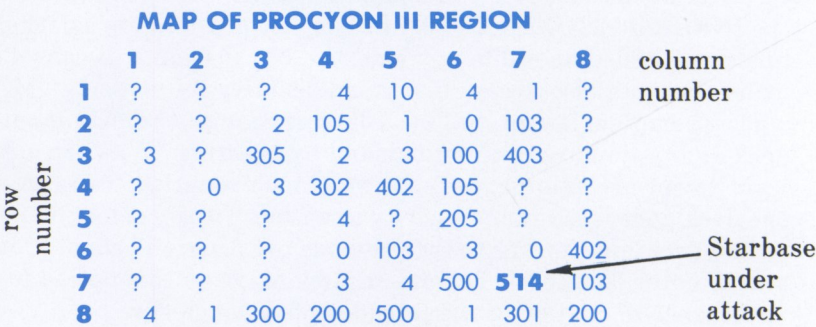


Figure 12 — Example Region Map

Command S6: **DISPLAY RESET**

Abbreviation: **DIS** Menu: SECONDARY Function Key: F6

Purpose: Redraws the screen

Options: N/A

Cancel: N/A

This command clears the screen, redraws the Tactical Display and Region Map, and places the ship's condition, date, and any appropriate caution and warning messages at the top of your screen. You will then be prompted for a command. The Display Reset command is useful if input errors cause part of the displays to be overwritten or displaced.

GAME FUNCTIONS

These commands allow you to stop your current mission and continue it another day, and to turn the game sounds on or off.

Command S8: **SAVE GAME**

Abbreviation: **SAV** Menu: SECONDARY Function Key: F8

Purpose: Permits you to save your current game

Options: N/A

Cancel: Press "N" when asked if you want to save the game

You can save a game in progress to be resumed later by using this command. When asked, enter the file name you wish to save it under. You may use any valid 1-8 character file name allowed by your computer's operating system, e.g., GAME1, MARK, WARREN, etc. The computer will automatically add ".DAT" to your selected file name. When you *resume* the mission (using the "R" sign-on option), enter the name used to save it. Do NOT add an extension; ".DAT" is assumed. A game that has been resumed cannot be resumed again at the same point, although you can use the same file name to resave another or the same mission later. If you input an illegal file name, the computer will ask you for another name.

Command S9: **STOP OPTION**

Abbreviation: **STO** Menu: SECONDARY Function Key: F9

Purpose: Allows you to stop your mission

Options: N/A

Cancel: Press "N" when asked if you want to stop the game

This command allows you to stop your present mission without saving it and returns you to the computer's operating system. Games that are stopped do not become part of your service record, so they will not be considered towards promotion.

Sndon/Sndoff

Command S10: **SOUND OPTION**

Abbreviation: **Sndon/
Sndoff** Menu: SECONDARY Function Key: F10

Purpose: Turns the game sounds on or off

Options: N/A

Cancel: N/A

This command acts like a toggle switch and allows you to turn the game sounds on or off. This option is ON at the start of the game unless turned off during the setup. To turn the switch off, press the function keys "Sec-Cmd" followed by "Sndoff." To turn the sounds back on, simply push the two keys again (the F10 key at the bottom of your screen will show "Sndon" in this case).

INFORMATION SECTION

III. INFORMATION SECTION

This section provides additional information you will find useful.

ENEMY INTRUDERS

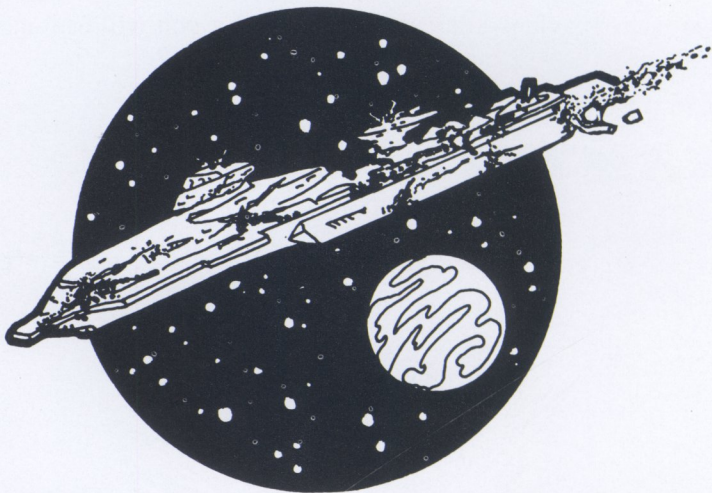


Enemy intruders are dastardly aliens who come aboard and run amok in your ship sabotaging systems. There are three sources of intruders: a Krellan or Zaldron agent who is transported aboard through a lowered defensive shield, a Krellan agent who slips aboard while you are docked with starbase, or an escaped prisoner. There will only be one intruder aboard at a time.

Intruders are first located when they sabotage a system, which can occur on any deck (1 to 20). The intruder may then work his way up or down through the decks, but can only move one deck at a time. You can use the Maximum Security Deck option of Security Control to try and intercept the intruder as he works his way towards vulnerable systems.

Intruders do not appear in level one or two games.

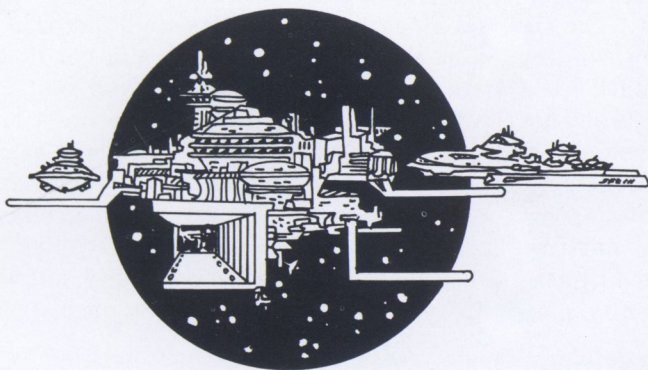
SHIP DISABLED



You can also lose the game by having your ship *disabled* as well as *destroyed*. The following will disable your ship:

- 1) **All Power Expended** — using up all your power, both reserves and shields.
- 2) **Both Life Support Systems Destroyed** — your starship has two life support systems. When damaged you can lose your *primary system*, which will automatically switch to the *backup system*. If the backup system is also damaged, all life aboard your ship is terminated. It is, therefore, important to repair your primary life support system as soon as possible after it is damaged. The life support system your ship is currently operating on appears in the Tactical Display.
- 3) **Backup Life Support System Batteries Exhausted** — your primary life support system requires power from your ship's main reserves for operation. If for any reason you lose all power in your main reserves, the backup life support system, which can operate on *batteries*, takes over. However, the batteries will last only 0.5 days, and if power has not been restored to your main reserves by then, all life aboard is terminated.
- 4) **Entire Ship's Crew Killed** — your crew suffers casualties from enemy hits that penetrate the shields, attempted captures of enemy vessels by boarding parties, and sabotage from enemy intruders. Upon docking with starbase, all casualties are replaced until that starbase runs out of replacements. Each starbase has 500 replacements at the start of your mission. When crew losses reach 500, "du bist kaputt," (you are dead!).

STARBASES & DOCKING



Resupply and repairs are provided by means of the Alliance Guardian Class Starbase. These starbases are dispersed throughout Alliance space. Their purpose is to resupply Alliance starships and provide a front line defense against any hostile invasion.

For security reasons, all starbase locations are kept secret until attacked; thus, you will have to find them yourself. The higher your rank, the fewer starbases there are in your region. For level one and two games there will be five starbases, while at levels nine and ten there will only be one.

Upon docking, all damaged systems are repaired, all power replenished, crew replacements obtained (if needed), and torpedoes are replaced. However, deep space reconnaissance probes and shuttlecraft are NOT replaced. Starbase also provides a security force to assist yours if there is an intruder aboard your ship at docking. If there are any hostile enemy ships present in the quadrant, it might not initially be possible to dock, but subsequent attempts may be successful. While docked, starbase's shields will protect your ship, but if starbase is destroyed while you are docked, you will be destroyed, too. Your ship is actually in the same sector as starbase while docked, so only the starbase and not your ship will appear in the Tactical Display. You can fire torpedoes and phasers, use your tractor beam, transporters, etc., while docked.

Each of your starbases has an initial shield strength for protection against enemy attack. If there are three or more Krellan destroyers in the quadrant with starbase, there is a chance the Krellans might start attacking it. If you are not present in the quadrant when this happens, you will receive an emergency communication from Star Fleet Command

ordering you to rescue starbase, and **ATTACK ON BASE** will appear in the caution and warning section of your screen. When the base's shield strength drops below 25 percent, another warning will be given and **BASE CRITICAL** will be displayed on your screen. You will also be informed when starbase has been destroyed, even if you are in a different quadrant. The successful rescue of a starbase will increase your efficiency rating, while a failure will decrease it. You will not be credited for a rescue until ALL hostile ships in the quadrant have been eliminated, including Zaldrons. Starbases have one phaser for protection, and as long as their shield strength is above 25 percent, they will assist you in the battle or attempt to fight off the attack alone if you are in another quadrant. Starbase concentrates its fire only on the Krellan closest to it, and will not fire at Zaldrons or disabled Krellan ships. Any Krellan destroyed by starbase will not be added to your tally, but will reduce the number of enemy ships you have to eliminate by one.

You can deliver an enemy vessel in tow without docking by maneuvering next to starbase. When asked if you wish to dock, press "N" and you will then be asked if you want to deliver the enemy in tow.

SIGN-ON OPTIONS

Except for the initial time you sign on and enter the Star Fleet Officer's Academy, you will be required to input your name and password to verify your identity. After verification you will be prompted for a sign-on option. Do not press **ENTER** after selecting an option. The available options are listed below. This list will be referred to as the Sign-on Options Menu.

OPTION	PURPOSE
C	Continue on to a new mission (exit options)
S	View your Service Record
P	Obtain your current standing towards promotion
F	List status of Star Fleet personnel
A	View another officer's Service Record
T	Play theme of universe creation
R	Resume a previously saved mission
M	Maintenance of data files
X	Exit back to operating system

Option C: Exits you from the sign-on options and allows you to continue on to a *new* mission. Press "C" to select this option.

Option S: This option lists your service record. Your promotion history will be first, followed by your awards and decorations. Your promotion history shows all your promotions, the sequence number of the mission you completed to earn your promotion, how many missions it took you, and the average efficiency rating. The sequence number is the *total* number of missions played including *all* players, not just your games. Your awards are listed by levels and if you have more than one of any award, the number you have will be shown in parenthesis. Press "S" to select this option.

Option P: Shows how you currently stand towards promotion from your present rank to the next highest rank. The number of missions you have, the number required for promotion, and their difference is shown. Your current overall efficiency rating based on the number of missions you have completed is also given. After completion of the fourth and subsequent missions at your current rank, you will be told what rating would be required on your next mission in order to be promoted. Press "P" to select this option.

- Option F: This option lists all **STAR FLEET I** players on your playing diskette. Their identification number, name, current rank, current mission level, number of missions they have played and their overall efficiency rating at their current rank are shown. Press "F" to select this option.
- Option A: Allows you to list the service record of another player. You are required to input the identification number (SF __) and name of the player (refer to Option F) whose service record you wish to see. Press "A" to select this option.
- Option T: Plays the music used during your first game setup. This music is played automatically only for your first game as a new recruit. With this option you can demonstrate the theme music for potential players. Press "T" to select this option.
- Option R: Allows you to resume a previously saved game. When prompted by your computer, type the filename used to save the game and press **ENTER**. Do NOT add an extension to the filename; ".DAT" is assumed. You cannot resume a game saved by another player, and attempting to do so will cause the program to abort and you will have to start the program all over again. Press "R" to select this option.
- Option M: Executes the software specifically developed to maintain the data files on your playing diskette which contain the mission sequence number, service records, etc. Refer to the **MAINTENANCE SECTION** for a detailed description of how to operate this important option. This option can only be selected by the program manager. Press "M" to execute this option.
- Option X: Exits you from the game and returns you to the computer's operating system. This option allows you to view service records, list the fleet personnel, maintain the data files, etc., without playing a mission. The messages described in **Diskette Access** in the **GENERAL SECTION** will appear on your screen, but can be ignored. Press "X" to select this option.

STARSHIP CRUISERS IN STAR FLEET I

You have a choice of starship cruisers. Listed below are the thirty-six ships available.

INVINCIBLE CLASS HEAVY CRUISERS

- | | |
|----------------------------|----------------------------|
| 1. <i>ABRAHAM LINCOLN</i> | 19. <i>INVINCIBLE</i> |
| 2. <i>ARK ROYAL</i> | 20. <i>JEANNE D'ARC</i> |
| 3. <i>ATLANTIS</i> | 21. <i>LEXINGTON</i> |
| 4. <i>BISMARCK</i> | 22. <i>MIDWAY</i> |
| 5. <i>BONHOMME RICHARD</i> | 23. <i>NEPTUNE</i> |
| 6. <i>CHALLENGER</i> | 24. <i>NIMITZ</i> |
| 7. <i>CONSTITUTION</i> | 25. <i>POTEMKIN</i> |
| 8. <i>CORAL SEA</i> | 26. <i>PRINCE OF WALES</i> |
| 9. <i>DEFIANT</i> | 27. <i>QUASAR</i> |
| 10. <i>DUKE OF YORK</i> | 28. <i>ROYAL SOVEREIGN</i> |
| 11. <i>EL DORADO</i> | 29. <i>SARATOGA</i> |
| 12. <i>ENDEAVOUR</i> | 30. <i>THOR</i> |
| 13. <i>EXCALIBUR</i> | 31. <i>TORI</i> |
| 14. <i>FRANKLIN</i> | 32. <i>ULYSSES</i> |
| 15. <i>GALACTICA</i> | 33. <i>VICTORY</i> |
| 16. <i>GRAF ZEPPELIN</i> | 34. <i>WASP</i> |
| 17. <i>HOOD</i> | 35. <i>YAMATO</i> |
| 18. <i>HORNET</i> | 36. <i>YORKTOWN</i> |

As each ship is destroyed or disabled it is removed from service until rebuilt or repaired. The program will keep track of each ship's status and will inform you which are available and which are not. The damage level (DM.LVL in program display) indicates the number of missions that must be completed to put the ship back in service.

All starships are the same, for example, there is no difference between the *Ark Royal* and *Yorktown*.

The *Republic* is reserved for cadet training at the Star Fleet Officer's Academy.

LIST OF YOUR SHIP'S DECKS, PRIMARY FUNCTIONS, AND VULNERABLE SYSTEMS

For your information and to aid you in capturing enemy intruders the following list is provided.

DECK	PRIMARY FUNCTIONS	VULNERABLE SYSTEMS
1	Upper Sensor Platform	SRS
2	Bridge	None
3	Main Sensor Platform, Senior Officers Quarters	LRS, SRS, PLS
4	Weapons Control, Sensors	Phasers, LRS
5	Weapons Control	Torpedo Control
6	Junior Officers Quarters, Galley	None
7	Crews Quarters, Life Support, Messrooms	PLS
8	Crews Quarters, Messrooms, Science Labs	None
9	Crews Quarters, Shuttle Bay, Torpedo Control	Torpedo Control
10	Navigation Computer, Mine Control, Shuttle Hangers	Nav. Computer, Mine Control
11	Shield Control, Repair Facilities, Main Computers	Shield Control
12	Tractor Beam, Life Support, Recreation Area	Tractor Beam, PLS
13	Life Support, Storage, Waste Recovery	PLS
14	Engineering, Batteries, Auxiliary Engines	Aux. Engines
15	Engineering, Transporters, Marine/Guest Quarters	Transporters, Aux. Engines
16	Engineering/Shield Generators, Storage, Food Preparation	Shield Control
17	Torpedo Room, Cargo Holds	Torpedo Control
18	Lower Sensor Platform, Engineering	SRS, PLS
19	Engineering/Main Engines	Main Engines
20	Engineering/Main Engines	Main Engines

Note:

LRS — Long Range Sensors
 PLS — Primary Life Support System
 SRS — Short Range Sensors

DECORATIONS & AWARDS



*Hero of the Alliance Gold Star
with Meteors and Diamonds*

Officers are awarded a decoration for individual outstanding missions. All awards are presented at the end of the mission and become a part of your permanent service record.

The decorations are awarded based on individual mission ratings and the mission rank. Awards are presented only for missions at the maximum level of your current rank, i.e., a Captain (Level Six) will not receive an award for a Level Four mission. The award levels are shown below.

DECORATIONS AWARD LEVELS

Level	Decoration	Rank:	Mission Rating (%)			
			3-4	5-6	7-8	9-10
I	1. Star Fleet Citation for Gallantry					
	2. Prentares Ribbon of Commendation		100	95	90	85
	3. Combat Action Ribbon					
II	1. Silver Palm (4. with Oak Leaf Cluster)		105	100	95	90
	2. Alliance Defense Service Medal					
	3. Distinguished Service Medal					
III	1. Valcun Medal of Valour					
	2. Karagite Order of Heroism		110	105	100	95
	3. Cross of Gallantry with Palm					

IV	1. Iron Cross				
	(4. with Shield)	115	110	105	100
	2. Medal of Honor				
	3. Cross of Gallantry with Silver Star				
V	1. Knight's Cross of the Iron Cross				
	(4. with Swords)	120	115	110	105
	2. Cross of Gallantry with Gold Star				
	3. Pour Le Mérite				
VI	1. Hero of the Alliance Gold Star				
	(2. with Meteors)	125 +	120 +	115 +	110 +
	(3. with Meteors and Diamonds)				

All awards are presented in succession within each level. For example, your first Level IV award will be the Iron Cross, the second will be the Medal of Honor, etc. Likewise, your third Level VI award will be the Hero of the Alliance Gold Star with Meteors and Diamonds. If you receive all the awards for a particular level the sequence starts over, i.e., your fourth Level I award will be the Star Fleet Citation for Gallantry (you will now have two). There is no limit to the number of awards you can receive. Awards are not presented for rank one or two games.

There are two very special awards which are not included in the preceding table. They are:

The **Honorary Rank of Admiral Emeritus** is awarded to officers who complete at least five missions at rank ten with an overall efficiency rating of 75 percent. Once given, your Admiral Emeritus rank will never be taken away, even if your overall efficiency rating falls below 75 percent.

The **Alliance Defense Cross with Gold Star** is awarded to officers who sacrifice their ship in hopeless situations (in other words, you self-destruct to avoid capture). You will not necessarily receive one each time you self-destruct; your situation *must be hopeless*. The computer will check for damaged systems (plus other things) and determine if your self-destruction was warranted. As with all awards, there is no limit to the number of times this award can be given — you just have to keep blowing up Alliance starships to get them.

EFFICIENCY RATING

At the end of each game an *efficiency rating* will be displayed for you to help judge your performance and qualification for promotion. It is based on the number of enemy vessels you eliminate and how long it took. It is only comparable to other ratings at the same rank. A minimum of about 15 percent will be given if your ship was not destroyed, even if you have run out of time without eliminating any enemy vessels. This occurs because you have at least survived the game. It is possible to receive a rating of more than 100 percent by having eliminated more than the assigned number of enemy ships in a relatively short time, or by capturing a lot of enemy ships or prisoners. If your starship was destroyed or disabled, then your efficiency rating depends on how long you survived, with the longer you survived the higher the rating. The calculated rating is then halved as a penalty for losing. Also, your efficiency rating is multiplied by the factors indicated below each time one of the following events occur:

EVENT	RATING	FACTOR
Zaldron vessel eliminated	1.02	(+ 2%)
Starbase rescued	1.08	(+ 8%)
Failed to rescue starbase	0.85	(- 15%)
Enemy vessel delivered to starbase (each)	1.03	(+ 3%)
Prisoners delivered to starbase (each)	1.0005	(+ .05%)

MAINTENANCE SECTION

IV. MAINTENANCE SECTION

OVERVIEW

In order to keep track of the members of Star Fleet (i.e., the game players), and record both their progress through the ranks and any awards they earn along the way, as well as other information, **STAR FLEET I** uses three data files stored on your playing diskette. On the **STAR FLEET I** diskette you purchased, these three files are empty, except for initialization data (more about this later). After completion of each mission the data files are updated automatically by the program and should be of no concern to the players. However, since these files must be in good operating order for **STAR FLEET I** to run, **CYGNUS** has provided the means to maintain these files in case something happens to them, e.g., bad sectors on your playing diskette may cause some information to be lost, or if the files are accidentally deleted. This is done by using the Maintenance Sign-on Option (refer to the **INFORMATION SECTION** for a list and description of the sign-on options). This option will allow you to reset or rebuild the files from scratch, make modifications to the data, or add new data onto the files. Since the Maintenance Option is a very powerful tool which can be used (or abused) to alter any player's rank or service record, it should only be used **when necessary**, and only by the person responsible for the playing diskette (usually the owner). This authorized person(s) will be referred to as the *manager*. This section of the manual describes the contents of each of the three data files, and how the manager uses the Maintenance option to modify them.

INITIATING THE MAINTENANCE OPTION

In order to use the Maintenance Sign-on option, you must start up **STAR FLEET I** with the following information:

Enter your last name: **MANAGER**

ENTER PASSWORD: **FLEET**

Once you have signed on (as **MANAGER**), you can change the password "**FLEET**" to anything you like to prevent someone who reads this manual from also signing on as the manager. The way to do this is described later in **Star Fleet Personnel File**. If for some reason you cannot sign on to **STAR FLEET I** because of a missing or bad personnel file, you can sign on using the above name and password (in this case you **MUST USE UPPERCASE**). The program will then send you directly to the Maintenance Menu so you can rebuild the personnel file.

During the game setup, you will be asked to select a sign-on option. Press "M" for the Maintenance option. Your screen will clear, followed by the display:

DATA FILES MAINTENANCE

DATA FILES

- 1 — Personnel (SF.PER)
- 2 — Service Record (SRV.RCD)
- 3 — Sequence No. (SEQ.NUM)

Press ENTER to cancel

ENTER FILE #: __

You should then choose the data file you need to work on by pressing the appropriate number (1, 2, or 3). **Do not press ENTER after the number.** If you wish to exit the Maintenance Section, press **ENTER** for the file number. This will return you to the Sign-on Options Menu. The computer will reject any invalid input and keep the cursor at the prompt position after erasing the entry.

We will assume you have decided to go on, and that you have chosen to work on the Personnel File (file #1). After pressing "1", your display will look like this:

DATA FILES MAINTENANCE

DATA FILES

- 1 — Personnel (SF.PER)
 - 2 — Service Record (SRV.RCD)
 - 3 — Sequence No. (SEQ.NUM)
- Press ENTER to cancel

ENTER FILE #: 1

OPTIONS

- L — List File
 - R — Reset File
 - M — Modify File
 - A — Append to File
 - I — Insert Entry
- Press ENTER to cancel

ENTER OPTION: __

You must now choose what you want to do with the specified data file. Press the letter corresponding to the option you want (both upper and lower case accepted). Pressing **ENTER** without selecting an option will exit you from the Maintenance option and return you to the Sign-on Options Menu. Once again, the computer will only accept a valid input (L, R, M, A, I, or **ENTER**); any other input will be deleted and the cursor will stay at the prompt position. These two displays will be referred to as the Maintenance Menu.

THE DATA FILES

A description of the format and purpose of each data file follows.

Star Fleet Personnel File (SF.PER)

This data file contains the name, password, identification number, rank, and other information necessary to determine the promotion status for each member of the fleet. The information on each player (excluding MANAGER) is updated automatically by the program at the completion of each game if the mission was at the player's current rank. When a new recruit first signs on, a new player entry is appended (added) to the file. The Personnel File initially contains only one entry, which is for MANAGER. When listed (by choosing the "L" option), the file will look like this:

SF.PER

ID#	NAME	PASSWORD	RANK	NM	AVG
0	MANAGER	FLEET	10	0	0.000%

Each item is described below.

ID#	This is the player's unique number. When a new recruit signs on, the new player's identification number is one greater than the last number in the file.
NAME	The name the program uses to recognize each player. The name can be upper/lower case and up to sixteen characters in length.
PASSWORD	This is the player's unique password used to verify his identity. Once entered as a new recruit, it cannot be changed except by the manager. The password can be up to eight characters in length.
RANK	The player's current rank (1 to 10). However, when a player becomes an Admiral Emeritus, his rank in this data file is changed to 11 (even though he is still an Admiral at rank ten). This is how the program knows the player has made Admiral Emeritus. The manager is set at rank ten so he can play any level mission for testing or demonstration purposes.
NM	The number of missions completed at the player's current rank. This number is used to determine promotion to the next higher rank (see Your Service Record in the GENERAL SECTION for the promotion criteria). This number is set to zero for the manager.

AVG Total mission rating average at the player's current rank. This is used to determine promotion to the next rank. This number is set to zero for the manager.

Service Record File (SRV.RCD)

This data file contains a record of each player's promotions and awards. Each time one of those events occurs, **STAR FLEET I** automatically appends the information to the end of the file. Each entry consists of the following:

ID#	The player's unique identification number.
SEQ#	The sequence number of the mission after which the promotion was granted; or when the award was given.
RANK	The rank the player was promoted to. If this number is negative, then it signifies the rank of the player when the award was earned.
NM/DEC#	This variable can have two meanings, depending on whether the entry is a promotion or an award. If the number is greater than zero, then it is the number of missions completed at the previous rank before the player was promoted. If the number is negative, then the absolute value (i.e. drop the minus sign) is the number corresponding to the decoration (award) earned. Refer to TABLE X for the decoration numbers.
RATING	The overall efficiency rating at the player's previous rank when he/she was promoted; or the rating of the mission for which the decoration was earned.

STAR FLEET I distinguishes between entries that correspond to promotions and those that correspond to awards by checking the sign of variables **RANK** and **NM/DEC#**. If these numbers are negative, then the entry is an award, otherwise it is a promotion. This file is initially set with only one entry of all zeros.

An example listing of this file is provided later in this section.

TABLE X — **Decoration Numbers Used in SRV.RCD**

DEC#	Level	Decoration
1	I	Star Fleet Citation for Gallantry
2		Prentares Ribbon of Commendation
3		Combat Action Ribbon
4	II	Silver Palm
5		Alliance Defense Service Medal
6		Distinguished Service Medal
7		Oak Leaf Cluster added to the Silver Palm
8	III	Valcun Medal of Valour
9		Karagite Order of Heroism
10		Cross of Gallantry with Palm
11	IV	Iron Cross
12		Medal of Honor
13		Cross of Gallantry with Silver Star
14		Shield added to the Iron Cross
15	V	Knight's Cross of the Iron Cross
16		Cross of Gallantry with Gold Star
17		Pour Le Mérite
18		Swords added to the Knight's Cross of the Iron Cross
19	VI	Hero of the Alliance Gold Star
20		Meteors added to the Hero of the Alliance Gold Star
21		Diamonds added to the Hero of the Alliance Gold Star with Meteors
22	Special	Alliance Defense Cross with Gold Star

Sequence Number and Ship's Status File (SEQ.NUM)

This data file serves two purposes — it contains the sequence number of the last mission started by any player, and keeps track of which ships of the fleet are currently out of operation and their status of repair. The first entry in SEQ.NUM is always the *Mission Sequence Number*. This number is increased by one each time a new mission is started. Subsequent entries are the *Ship Status Numbers*. When a ship is destroyed or disabled, a damage level is assigned to it and an entry is appended to SEQ.NUM. The damage level is a number between one and nine, and signifies the number of game *completions* by any players that must occur before the ship is returned to service. After each game completion this damage level is decreased by one until it reaches zero, and then the ship is made available. The program appends the ship status onto SEQ.NUM in the following form:

DSS

Where D is the damage level and SS is the ship's number (refer to the **INFORMATION SECTION** for a list of starships and their numbers). For example, 312 means ship number 12 (the *Endeavor*) has a damage level of 3 and will be out for three more games. More examples follow.

803 — Ship #3 (the *Atlantis*) has a damage level of eight.

36 — The *Yorktown* has a damage level of zero. This means it will be available the next game.

Once a ship becomes operational again the status entry for that ship is deleted from SEQ.NUM.

This file is initially set with a single entry of zero, which is the initial Mission Sequence Number. The first game of **STAR FLEET I** played will thus become mission number one.

MAINTENANCE OPTIONS

The following options are available for each of the three data files.

List File Option (press "L")

This option displays all the entries currently contained in the selected data file. For the files SF.PER and SRV.RCD, the entries are listed in table form. An example listing of each data file is presented in Figure 13.

The meanings of the various entries are explained in **The Data Files** in this section. The program will display only one screenful (page) of information at a time, and requires you to press a key before continuing on to the next page (if any). When the listing of the file is completed and you have pressed a key, **STAR FLEET I** will return to the Maintenance Menu.

SF.PER

ID#	NAME	PASSWORD	RANK	NM	AVG
0	MANAGER	FLEET	10	0	0.000%
1	Waibel	Descent	11	5	79.891%
2	Biggles	Silly	7	2	22.666%
3	Winkler	Apollo	2	3	79.282%
4	Hedges	Shuttle	1	1	77.448%
5	Zak	Video	4	0	0.000%
6	Hieb	Guidance	2	1	82.781%

SRV.RCD

ID#	SEQ#	RANK	NM/DEC#	RATING
0	0	0	0	0.00
1	1	-5	-4	103.52
1	7	-5	-1	99.89
1	7	6	5	101.53
3	8	-6	-2	98.79
1	9	-6	-6	103.17
2	12	-6	-19	122.00
1	26	-6	-8	106.65
2	27	-6	-3	96.16
1	29	7	5	97.31

SEQ.NUM

Sequence No. : 162
Ships' Status : 209 510 522 721 420 726 713

Figure 13 — Example Data Files Listing

Reset File Option (press "R")

This option is used to reset the selected data file to its initialization state, i.e. it will delete ALL current entries in the file and replace them with the single initialization entry. These entries are defined in **The Data Files** in this section. Since this option has such a drastic effect, the following warning is given and confirmation of the order is required:

WARNING: Doing a file reset will wipe out all data in the file except for the initialization data

Do you want to reset the data file <filename> ?

The name of the file you have selected to be reset appears instead of <filename> in the above example. Either "Y" for YES or "N" for NO is required for confirmation. Any other answer will be rejected and you will be reprompted for an answer. If you press "N", you will be returned to the Maintenance Menu. If you answer yes, the data file will be reset and the following message will appear on your screen:

FILE RESET COMPLETE

You will then be returned to the Maintenance Menu.

Modify File Option (press "M")

This option allows you to change or delete entries currently in the data files. The most likely reason to use this option would be to change the name or password of one of the players. The Modify option works differently for each of the three data files, so they will be explained separately.

1) SF.PER

In this file the entries are identified by each player's identification number (ID#). You should use the List option to obtain the ID# of the player whose data you wish to change. After pressing "M", the following question will appear on your screen:

Enter ID# of entry to be changed: __

Your input must be a number greater than or equal to zero, or if you press **ENTER** alone, **STAR FLEET I** will cancel this option and return to the Maintenance Menu. Any other input will be rejected and the program will wait for a correct response. Once a number is received, the program will display the same column headings that appear when you select the List option (see Figure 13), and will search SF.PER for the specified ID#. If the number is not found, the program will return to the Maintenance Menu, otherwise the entry for that ID will be displayed. You will then be asked:

Delete entry [NO]? __

Press "Y" or "N" only. The [NO] is the default answer which will be assumed if you press **ENTER**. Any other input (besides "Y" or "N") will be rejected. If you press "Y", the displayed entry will be deleted without any further messages.

If you press "N", the program will tell you to enter new data and prompt you for the new value of each variable in turn. If you do not need to change the current value of the variable, press **ENTER** without any input. Figure 14 presents an example where the password for player number two is changed, but everything else remains the same. In Figure 14, **<ENTER>** signifies pressing the **ENTER** key.

After you have finished modifying the entry (either by deleting it or by changing it), **STAR FLEET I** will continue to search the data file for any more entries with the same identification number (there should be none). If one is found, the process for modifying it will be repeated. When the program reaches the end of the data file you will be returned to the Maintenance Menu.

SF.PER

ID#	NAME	PASSWORD	RANK	NM	AVG
2	Anyname	SILLY	7	2	22.666%

Enter new data [NO CHANGE]:

ID#	:	<ENTER>
Name	:	<ENTER>
Password	:	CRAZY <ENTER>
Rank	:	<ENTER>
NM	:	<ENTER>
AVG	:	<ENTER>

Figure 14 — Example Password Change

2) SRV.RCD

In this file the entries are identified by the Mission Sequence Number (SEQ#). If you do not know the SEQ#, then you should use the List option to find it before selecting the Modify option.

Modifying SRV.RCD is very similar to modifying SF.PER, so refer to the description of modifying SF.PER given earlier, replacing all references to ID# with SEQ# and SF.PER with SRV.RCD. One difference between the two is that SRV.RCD is more likely to have more than one entry with the same SEQ# than SF.PER is to have more than one entry with the same ID#. This happens because a player can receive both an award and a promotion after the same mission. You must be careful that the entry shown is the correct one (refer to the description of SRV.RCD for the meanings of each entry). If the entry on your screen is not the one you want, press **ENTER** for each of the variable prompts, after which the program will search the file for another entry with the same sequence number.

3) SEQ.NUM

This file is divided into two parts: the Mission Sequence Number and the Ship Status Numbers. When you choose the Modify option, the program will first allow you to modify the sequence number. Here is an example:

```
Sequence No.   : 162
Enter new sequence no. [NO CHANGE]:  _
```

You can enter any integer greater than or equal to zero. If you do not need to change the sequence number, press **ENTER** without specifying a new number. Any other input (besides an integer) will be rejected.

After finishing with the sequence number, **STAR FLEET I** moves onto modifying the status numbers. The program will ask you for the identification number (1 to 36) of the ship of which you want to change the status. You must know this number before choosing to modify this file. The program will search the file SEQ.NUM for the status number of the ship you specified and will display it when found. If the status number is not found, or you press **ENTER** without specifying a ship number, you will be returned to the Maintenance Menu without any messages. Below is an example where the status of ship number nine is to be changed:

```
Enter # of ship to be changed [NO CHANGE]:  9
Ship Status:  209
```

The program will then ask:

Delete entry [NO]? ☐

If you press "Y", the entry displayed will be deleted from the file (the ship is now available), after which the program will return you to the Maintenance Menu. If you press "N" or **ENTER**, the above question will be replaced on your screen with:

Enter new status # [NO CHANGE]: ☐

To change the status number, enter any integer from 1 to 936. If you do not need to change the ship status, press **ENTER** without any input. After this the program will continue to search SEQ.NUM for any more status numbers for the specified ship and repeat the modification process if one is found. When the end of the file is reached, you will be returned to the Maintenance Menu.

Append to File Option (press "A")

This option allows you to add new entries onto the end of the selected data file. The main purpose for this would be to rebuild files that had been deleted or lost. There is more about rebuilding files at the end of this section.

After you have chosen the Append option, the program will tell you to enter the data to be appended to the selected file. For the SF.PER and SRV.RCD files, this will be followed by an input prompt for each of the variables that make up an entry, as done when using the Modify option. If you press **ENTER** without any input for any of the variables, a zero value (if the variable is a number) or blank (if the variable is a word) is assumed by the program. For SEQ.NUM, you will be prompted for a ship status number with the statement:

Enter data to be appended to the file SEQ.NUM: ☐

For all three files, after all the data for the new entry has been input, you will be asked:

Append another entry? ☐

If you need to add another entry press "Y", otherwise press "N". Pressing **ENTER** has no effect for this question; you must answer "Y" or "N". If you are rebuilding the data file, this feature saves time because you do not have to repeatedly select the data file and call up the Append option. Pressing "N" will return you to the Maintenance Menu.

Insert Entry Option (press "I")

This option allows you to insert new entries between existing entries in the data files SF.PER and SRV.RCD. Using the Insert option for SEQ.NUM is useless since the order of the entries after the sequence number is irrelevant. Use the Append option to insert a new entry into SEQ.NUM. If you do select the Insert option for SEQ.NUM, you will be given a message to this effect and returned to the Maintenance Menu.

Before choosing the Insert option, you must know the value of the appropriate entry identification variable of the new entry you want to insert. The entry identification variables are: ID# for SF.PER, and SEQ# for SRV.RCD. These variables are discussed in **The Data Files** in this section.

After selecting this option, you will be asked to enter the entry identification variable (either ID# or SEQ#). You must enter the appropriate number. Any negative number or non-number character will be rejected.

STAR FLEET I will not allow you to insert an entry with the same player ID# as one already existing in SF.PER. This does not hold true for SEQ# in SRV.RCD since it is possible to have more than one entry for each SEQ#.

The program will then search the data file until it finds an entry with an identification variable no more than one less than the value you input. You will then be prompted for each of the entry variables to be input (as described for the Modify option). As in the Modify option, pressing **ENTER** without any input for any of the variables will cause the value of the previous entry to be assumed. For example, if you want to insert an entry with ID# 15 after ID# 14 in the file SF.PER, and you pressed only **ENTER** when prompted for the password, the password of ID# 14 would be assumed for your new entry (ID# 15).

After you have finished entering the data for the new entry, the program will insert the entry into the file after the entry at which it stopped. After inserting the new entry you will be returned to the Maintenance Menu.

This may sound a little confusing, so here is an example. Assume the file SF.PER has the following entries:

ID#	NAME	PASSWORD	RANK	NM	AVG
0	MANAGER	FLEET	10	0	0.000%
1	Waibel	Descent	11	5	79.891%
2	Biggles	Silly	7	2	22.666%
4	Hedges	Shuttle	1	1	77.448%

Obviously the player with ID# 3 has joined the French Foreign Legion or something equally as drastic, and is no longer part of the fleet. The manager, being always conscious of diskette space, has deleted the entry but now wants to insert a new player into that slot (no need to waste a good number!). The manager selects the Insert option for SF.PER and sees:

Enter ID# of entry to be inserted:

to which he presses 3 and then **ENTER**. The program will then search through SF.PER from the beginning until it comes across the entry with ID# 2 (Biggles), which is one less than the ID# entered. The program then stops and prompts for the data of the new entry, which are input as follows:

Enter new data:

Name : **SMITH** <ENTER>
Password : **STS-1** <ENTER>
Rank : **1** <ENTER>
NM : **0** <ENTER>
AVG : **0** <ENTER>

Notice that unlike the Modify and Append options, there is no prompt for ID# since it has already been specified (ID# 3). It is also important to put in a value for each of the variable prompts to avoid having the value of the previous entry (in this case ID# 2) assumed. Pressing **ENTER** is required after each entry.

After entering the last value, the program will insert the new entry into SF.PER and return to the Maintenance Menu. The finished product will look like this:

ID#	NAME	PASSWORD	RANK	NM	AVG
0	MANAGER	FLEET	10	0	0.000%
1	Waibel	Descent	11	5	79.891%
2	Biggles	Silly	7	2	22.666%
3	Smith	STS-1	1	0	0.000%
4	Hedges	Shuttle	1	1	77.448%

Since Cadet Smith is now listed in the Personnel File, he must answer "N" to the question "Are you a new recruit?" when he signs on at the beginning of his first mission. Otherwise, the program will abort because the name is already on record.

DISKETTE FULL ERRORS

If you receive a "Diskette Full" error message, then you should do one or more of the following:

1. If you are using a single-sided diskette on a double-sided disk drive, then you can copy your playing diskette onto a blank double-sided diskette using the procedure outlined in **Backing Up Your Playing Diskette** in the **GENERAL SECTION**.
2. Delete any old or extra files on your diskette, such as saved game data files.
3. Using the Modify option, go into the data files SF.PER and SRV.RCD and delete some old or unneeded entries, such as players that are no longer actively playing.
4. If your playing diskette contains one or more of the files SETUP.BAT, BACKUPSS.BAT or BACKUPDS.BAT, then delete them. If you have not already made a backup diskette, then do so before deleting these files.

Whenever you get a diskette error message, the error may have happened while the program was writing to the data file. As a result, that file might have incomplete or erroneous data. If so, you will have to correct or rebuild the file according to the methods outlined in this section.

REBUILDING DATA FILES AND OTHER TIPS

Although you should have no problems with your data files during normal operation of **STAR FLEET I**, accidents do happen, such as a diskette going bad or someone deleting the files. You can reinitialize any of the three data files by signing on as **MANAGER**, selecting the data file concerned, and then use the Reset option. This will create that file again, but it will be empty except for the initialization data (described in **The Data Files** in this section). You can then use the Modify option to restore the mission sequence number in **SEQ.NUM**, and/or use the Append option to add one entry at a time to either **SF.PER** or **SRV.RCD**.

It is a good idea to write down the contents of the data files on a regular basis (especially if you have a printer), so that if it is necessary to rebuild a file, you will have the required information. If you have a spare diskette, you may want to periodically backup your data files for the same reason. Use the following DOS command with your playing diskette in Drive A and your backup diskette in Drive B:

A> COPY <filename> B:

where **<filename>** is either **SF.PER**, **SRV.RCD**, or **SEQ.NUM**.

As a final note, you (the manager) should keep track of how full the playing diskette is getting, and delete older entries to gain more space if necessary. It is also a good idea to delete entries from the files for persons that will no longer be playing on your **STAR FLEET I** diskette.

FINAL WORD

V. FINAL WORD

STAR FLEET I — *The War Begins* is the first in a series of strategic games by **CYGNUS**. New ideas abound, and the best will be incorporated into future games.

CYGNUS has gone to great strides to ensure the software product you purchased is as error free as possible. However, due to the extreme diversity of the game it is not possible to test every conceivable combat situation. If a bona-fide error is found, **CYGNUS** is not under obligation to notify any persons or organization; nor is **CYGNUS** required to release an updated version of **STAR FLEET I**, but may choose to do so. If you think you have found a program error we ask you to write and tell us about it. Give as much information as possible, i.e., what happened, the command you were executing, the number of enemy vessels in the quadrant, what you were trying to do, etc. Send us a printout of the screen if possible. **DO NOT SEND US YOUR DISKETTE(S)**. Please enclose a self-addressed stamped envelope. After receiving your letter, we will look at the problem and send a reply. Please note that some information about the game was purposely left out of this manual for you to discover on your own.

For those interested in learning more about **STAR FLEET I**, or if you simply cannot get the hang of the game, **CYGNUS** has written the **STAR FLEET OFFICER'S ACADEMY TRAINING MANUAL**. This document provides more information on starbases, Zaldron hunting, and advanced combat tactics and techniques. For information about obtaining a copy, contact **CYGNUS** at the address on the inside of the title page.

To obtain information of new game releases by **CYGNUS**, you must send us the registration card included with this manual. We would also appreciate receiving any comments about **STAR FLEET I**.

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2. **CYGNUS** Product Update Plan allows you to purchase new versions of your product as they are released, at reduced prices.
3. As a registered product owner, you will be informed of new and updated software releases by **CYGNUS**.

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STAR FLEET I

The War Begins

You have completed your training at the Academy. Now is the time to see if those long hours in the simulator pay off as you accept command of one of the most powerful fighting vessels in the known universe — the Invincible Class heavy cruiser. Your mission: Defend the outer regions of the United Galactic Alliance against attack by hordes of ruthless Krellans and Zaldrons. You engage main engines and enter hyperspace confident of success. However, you arrive in the Deneb IV region to suddenly find yourself greatly outnumbered ...

CAPTAIN'S LOG, U.G.A.S. ATLANTIS

Date 3106.2: We emerged from hyperspace surrounded by four Krellan destroyers. GENERAL QUARTERS! We immediately engaged battle and fired off five torpedoes.

Date 3106.3: We destroyed two Krellan vessels and disabled a third, but a Zaldron warship arrived. We are laying mines since their invisibility screen makes our sensors useless.

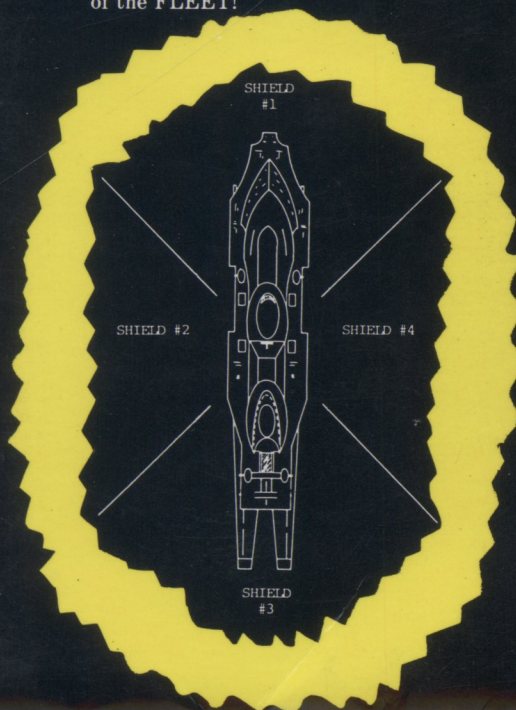
Date 3106.5: Sensors indicate a large explosion. The Zaldron has struck a mine! Our tractor beam has the disabled Krellan ship in tow, and our space marines are being transported aboard to effect capture.

Date 3107.0: Our boarding party was repulsed with heavy casualties. INTRUDER ALERT! The Krellans retaliated by beaming a saboteur aboard. An explosion on Deck 7 damaged our primary life support system. Have initiated a search and put Deck 7 on max security.

Date 3107.6: Krellan vessel finally captured by the marines and prisoners were taken. Received top priority orders to rescue Starbase 3, which is under attack by a Krellan fleet. Crew at battle stations — engaging hyper-drive.

Date 3107.9: COLLISION! Course intercepted by Krellan. POINT BLANK HIT! Have lost shield 1 and suffered massive damage and casualties. Engineering reports our backup life support system is failing. Cannot survive another attack or reach starbase! We must escape ... but HOW?! ... and to WHERE?!! ...

Welcome to the universe of STAR FLEET I, the first in a series of advanced strategic programs designed with the FLEET concept! You will become an officer of Star Fleet, and may compete with friends to progress through the ranks, from a rookie cadet in the Academy to illustrious Admiral. You will be promoted and given more challenging missions as your abilities develop, and bestowed with decorations and awards for outstanding performances. All promotions and awards become part of your permanent service record, stored on your playing diskette for view by all. The ultimate goal ... rank of Admiral Emeritus — admiration of the FLEET!



FEATURES OF STAR FLEET I — The War Begins

- Selection of 36 starships for command
- Enemy tactical and strategic movement
- Thirteen starship systems simulated
- Four independent defensive shields
- Sophisticated weapons auto-fire
- Tractor beam, transporters and space marines for capturing and towing enemy
- Internal Security to protect vital systems and deal with enemy intruders
- Damage Control for repairing systems
- More than 20 commands available
- Full color animation of battles
- Music and sounds can be toggled on/off
- Comprehensive "Officer's Manual"
- Quick Reference Card
- Much, much more ... !!!

JOIN THE "FLEET" ... FOR A CHANGE!

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